OUTGUNNED

SUPERHEROES

A STANDALONE GENRE BOOK FOR
THE CINEMATIC ACTION RPG OUTGUNNED

OUTGUNNED SUPERHEROES

THESE ARE TOOLS,
NOT RULES

OUTGUNNED
SUPERHEROES

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HEROES. ASSEMBLE!

The World needs you.
Out there, it's full of criminal bosses in white suits and CEOs with no remorse who get rich on the backs of honest citizens. Of doctors and professors who dress like animals and act as if they have a right to destroy the city in the middle of rush hour. Of haywire Artificial Intelligences and plum-faced aliens who have decided that there is too much Humanity in the universe. And this is just the tip of the iceberg!

But even in the darkest hour, the good people of the World can always look up to the sky in hope. What is that?! A bird? Is it a plane? Neither!
That's you.

It's time for you to join the fray, use your incredible powers to defeat the bad guys, and show the Universe what you're made of.
It doesn't matter if you can't hold onto a job, or if you don't even have the money to pay rent. It doesn't matter if your partner left you because you're never there, or if the papers slander you. When the World calls, you are ready to answer.

Because you…
… are a Hero!

THE SUPERHEROES GENRE BOOK

SUPERHEROES is a game inspired by classic superhero movies, from the Spider-Man trilogy, to the crossovers of the MCU, all the way through Batman and X-Men. In ***SUPERHEROES***, the Players take on the role of superheroes standing against an evil Villain who has become a threat to their city, the World, or the whole Universe.

SUPERHEROES is a Genre Book in the ***OUTGUNNED*** line, and **you can play it either standalone or as an expansion to *OUTGUNNED*.**

DIRECTOR'S CUT

SUPERHEROES features a game system called Director's Cut, a set of mechanics using small pools of six-sided dice to determine the outcome of the Heroes' actions. When rolling dice, your goal is not to score the highest or lowest possible number, but to roll two-, three-, and four-of-a-kind.

EVERYTHING YOU NEED TO KNOW

Do I need *OUTGUNNED* to play? No. You can play ***SUPERHEROES*** as a standalone game, without any other rulebook. But if you also have the ***OUTGUNNED*** corebook, you can enrich the gaming experience with additional mechanics and Roles.

Who are we? One of the Players will be the Director, they will be tasked with setting the scene of the world and interpreting supporting characters, extras, and enemies. The others will play as Heroes, people gifted with great powers and determined to save the day.

What is the setting? The game is set somewhere in a cooler version of our World and in a time that resembles the present, but there is no specific setting. You are free to choose whether, in your World, there is a city called Megametropolis that looks just like New York, or if the President of the United States is Oscar-nominee Harrison Ford.

What's the goal? To carry out a dangerous mission, one that could change the fate of the city, of the World, or of the entire known Universe.

How many Players do we need? Beside the Director, the game is designed for a group of 3-4 Heroes, but can be easily played with two or five Heroes without needing any changes.

What dice do we roll? To play ***SUPERHEROES***, you'll need a handful of 6-sided dice. There are special Super Dice designed for this game, but they are not required.

How many Sessions? The game is designed for short Cinematic Campaigns of 5-8 Sessions and, given its quick and easily accessible nature, is perfect for one-shots. For longer campaigns, you can string together several shorter stories to create a Cinematic Saga. Like Iron Man 1, 2, 3, etc.

GENRE BOOK

SUPERHEROES is a Genre Book for the cinematic action roleplaying game **OUTGUNNED**. This is not your typical expansion, but something quite different.

But before looking at the details, let me ask you a question: do you already own the **OUTGUNNED** corebook?

Yes, I have the OUTGUNNED corebook.

You can treat **SUPERHEROES** like a mega-expansion, a rulebook that enriches your gaming experience with additional Roles and options for your Heroes and introduces brand-new mechanics. Everything you need to bring the great superhero movies to **OUTGUNNED** is contained in this book, including a vast section dedicated to **Superpowers**.

But there's more! **SUPERHEROES** offers simplified rules for weapons, while also adding new concepts such as Gadgets and Team-Ups. You will be able to choose which tools to use for your sessions, picking freely from the corebook and this genre book. All fully compatible.

Customize your gaming experience!

For your convenience, all the rules previously included in the corebook are compiled in **Section 2: BASICS OF THE GAME**. Veterans like you can skip this chapter (although, I must warn you, it has been enhanced with new, useful examples).

No, I do not own OUTGUNNED.

The good news is that **SUPERHEROES** is completely standalone.

You don't need any other book to play, not even the **OUTGUNNED** corebook. In this genre book, you will find everything you need to create Heroes and go out there to save the World.

But if you want to make use of the detailed tools dedicated to adrenaline-paced action scenes, consider that the **OUTGUNNED** corebook contains all the advanced mechanics to manage chases, firearm ranges, and supporting characters. Not to mention 10 unique Roles, such as the Criminal, the Agent, or the Spy, 18 Tropes, and a slew of Traits for both Heroes and their Enemies. All perfectly compatible with **SUPERHEROES**.

HOW TO PLAY

To play ***SUPERHEROES*** you'll need some friends, some paper, pencils, and a handful of 6-sided dice. One of the Players will take on the role of **Director** and be tasked with describing the world and portraying all of the extras, supporting characters, enemies, and the Villain. The others take on the roles of **Heroes**, men and women of action who dedicate their lives to defending humanity.

The Director creates interesting and thrilling scenes and the other Players take turns acting as their Heroes.

When the Heroes face something challenging, or when they run risks and something threatens to go wrong, we rely on the roll of a handful of dice to determine the outcome of the Heroes' actions.

GAME TERMS

- **Heroes and Director:** The protagonists of ***SUPERHEROES*** are called Heroes. The Player who directs the game is called the Director.
- **Dice:** This game uses six-sided dice or d6s. The custom **Super Dice** make it easier for you to spot successes, but they are not required to play. If you don't have them, you can just use normal d6s.
- **Turn:** During a Turn, each Hero takes one action. Once everyone has acted, you move on to the next Turn.
- **Scene:** A small snippet of the story, like a dinner party, a chase, or a night spent keeping watch.
- **Session:** The occasion when your group of friends comes together to play is called a game Session.
- **Shot:** An adventure that usually unfolds during a single Session.
- **Cinematic Campaign:** Connected Shots about the same adventure create a Cinematic Campaign.

WELCOME HERO

In the upcoming pages, you will learn everything you need to know about how to gain and use unbelievable superpowers in order to thwart the plan of the Villain and save the day once again.

All the mechanics in ***SUPERHEROES*** are divided into 8 sections:

1. **Superheroes:** How to create a Hero, starting from their Role and Trope.
2. **Superpowers and Feats:** The complete list of Superpowers and Hero Feats.
3. **Basics of the Game:** The basic rules of the ***OUTGUNNED*** roleplaying game.
4. **Face Danger:** How to face potentially lethal situations with Grit.
5. **Enemies and Super-enemies:** Everything you need to create fearsome Enemies and have memorable fights.
6. **Gear:** The full list of gear you can rely on, including rides, Gadgets, and the extraordinary Eternity Shards.
7. **What Heroes Do:** Advanced mechanics to manage Shots and Cinematic Campaigns, including the creation of a Villain.
8. **Under Attack:** One Shot, ready to play.

CORE THEMES

- **Great powers. Even greater responsibilities:** Your superpowers don't make you better than other people, and they certainly don't make your life easier. A Hero has more duties than privileges.
- **The person and the mask:** Who are you, really? A lone Hero who watches over the city from on high, or the person who hides behind that mask? Take away the powers, and what are you?
- **Pick yourself up:** A Hero is not a Hero because they never fall, but because they keep standing back up.
- **Sacrifice:** What are you willing to endure in order to save many lives?
- **Your real family:** It doesn't matter where you're born. Your friends are the family you choose.
- **The line between good and evil:** Does the end justify the means? What separates you from the Villain and makes you a true Hero?

SUPER-MOVIES

Outgunned Superheroes is a love-letter to cinema and superhero movies. This game is not inspired by the classic comics that tell stories about men and women in cape and tights, but by the movies that have built a universal fantasy that started in the 80s and still lasts to this day.

If you want to catch up on the classics of the genre, at the end of this book you can find a complete filmography of all the movies, tv-series, and videogames that inspired Outgunned Superheroes.

Happy viewing!

PILLARS OF THE GENRE

When playing ***SUPERHEROES***, you are practically playing through your own superhero movie.

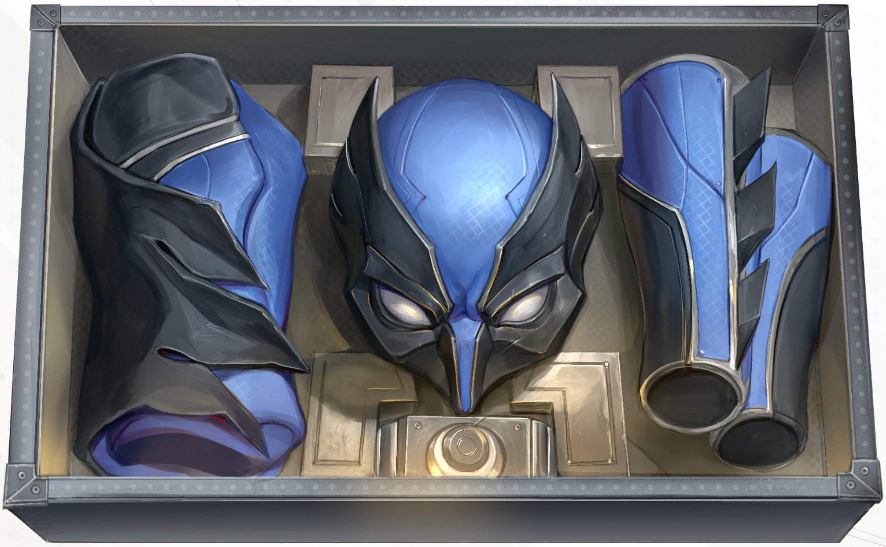
Even if you are not an expert of the genre, you will soon realize that leaping into the action as a superhero from the movies is not hard at all. You can start by following these three recommendations.

NOW OR NEVER

You were on a school-trip when you noticed some criminals walking into a bank, armed with rifles and bad intentions. You could call the police and go back to chatting with your crush… But before you can even finish that thought, you're already masking up. Time for action!

When you get the call to jump into action, it's time for you to intervene. The fate of many people lies in your hands, and you don't have the luxury of going back home to change, or calling for help.

Heroes spend most of their time acting, not thinking, and sometimes they don't even have time to plan their moves or prepare for the worst. Often, you'll be forced to jump into the action at a moment's notice, and make split-second decisions. No time to lose.



THE WORLD IS NOT READY

There's a little boy trapped by the fire. When you reach out to grab him, he starts crying and flinches back, scared. It doesn't matter how many nights you spend fighting for them, people don't see you as a Hero. Maybe they never will.

There are many people who love you, who see you as a beacon of hope. But for every one of these fans, there are at least two or three mudslingers who call you a loose cannon, a public menace, at best, a misguided soul who is trying to help through extremely debatable means. Between the people who think that everyone with superpowers should be locked up and monitored, and those who believe you're a threat, or working with the Villain, there's no end to your problems with the public.

UNITED WE WIN

When you stand back up once more, you realize that you barely put a scratch on the Villain. It's pretty clear that you can't beat him on your own... Luckily, you are not alone. A portal opens up behind you, and through that light, you see the outline of your friends. Together, you can do this.

Nobody, not even a Hero with unbelievable superpowers, can hope to make it on their own. On this adventure, you must learn to trust your comrades and work with them. The more responsibilities weigh on your shoulders, the more you will need to rely on your friends and family if you wish to come out on top once again.

Even if everyone calls you a superhero, you should never underestimate the courage and determination of people with no powers. Honest citizens, police officers with solid morals, reporters in search of the truth, and crowds of everyday people who love their city, these are all invaluable allies in the fight against evil.

SHOW DON'T TELL

The best movies don't just tell you about things, they show things with facts and actions!

You don't need long back-stories and heart-wrenching tales. What truly matters is what's written on your Sheet, and what happens in-game.

If your Hero fought in the war, you don't need to say it to the other Players while eating pizza. Instead, you could describe how your Hero sometimes plays with their old dog tags while looking out the window. If a fellow Hero says "Your brother and I were ride or die", that's how things are. At least, that's their version of the facts. Apparently, you have a brother now!

SECTION ONE

SUPERHEROES

HERO SHEET

Heroes are men and women of action who use their extraordinary superpowers in order to protect their city, the World, or the whole Universe. They live their lives constantly on the edge, constantly outnumbered.

Some Heroes are charismatic leaders who inspire their comrades in the epic battle between good and evil. Others are enlightened geniuses who dream of a better future, or masked avengers who watch over the city from on high. And others still are runaway kids who have only just discovered their powers. Some are even failed experiments who have yet to find their purpose in life.

But they all have something in common.

If you want to be a great Hero, you must follow these 3 rules:

Answer the Call: If you are a Hero, sooner or later action will come knocking at your door and you will get the call. You might be a role model everyone looks up to and who always knows the right thing to do, or you might be someone who has never gotten one thing right in their life and who doesn't really care about saving the World. Whatever your story may be, you are a Hero now. Willing or not, you must answer the call. There is no other option!

Whatever it takes: When the city needs you, you can never back down. Now and then, you will have to miss a hot date in order to go off and be a superhero. Other times, the mission will interfere with your job. Some of your loved ones could begrudge you because you're absent. It's not that you do not care. You just know that your mission is truly important, and that no sacrifice is too big when it comes to doing the right thing.

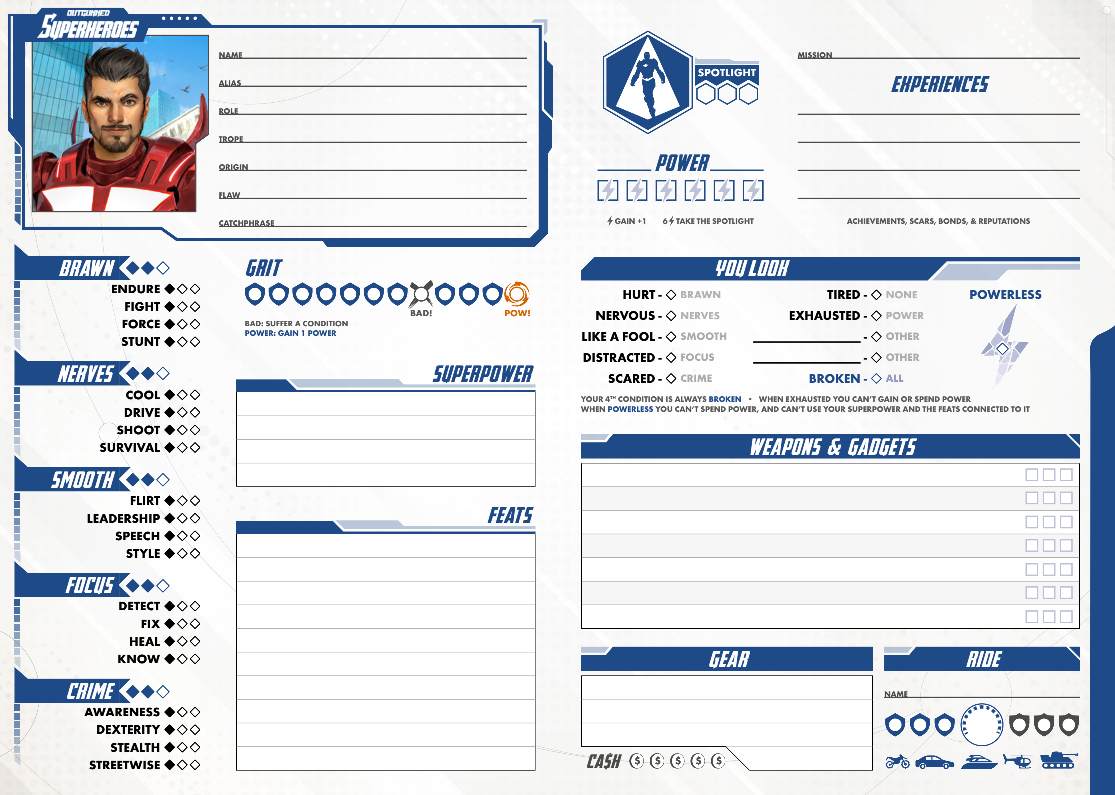
Protect the weak: Even if you often get stuck punching the bad guys, what truly matters to you is to protect those who cannot protect themselves. You could look like a tough guy with a heart of stone, but when a passerby is at risk of being squashed by a flying car, you always run to help them, even if this means you will let the Villain escape. There's a reason people like you are called the protectors of humanity.

CREATING YOUR HERO

This is everything you need to do to in order to create your Hero:

- Choose a **Role**
- Mark your **Superpower**
- Fill in your **Personal Data**
- Choose a **Trope**
- Mark the **Attribute and Skill points** gained from your Role and Trope
- Add **2 free Skill Points**
- Choose and note **3 Feats** from your Role and Trope
- Mark **1 Power, 1 Spotlight**, and **1 Cash**
- Buy 4 Cash worth of **Gear**

You can note all this information on your fantastic **Hero Sheet**. It only takes a couple minutes to get ready for action!



OUTGUNNED SUPERHEROES

NAME ____
ALIAS ____
ROLE ____
TROPE ____
ORIGIN ____
FLAW ____
CATCHPHRASE ____

SPOTLIGHT ⬡⬡⬡

POWER ☐☐☐☐☐☐

GAIN +1 6 TAKE THE SPOTLIGHT

MISSION ____

EXPERIENCES

ACHIEVEMENTS, SCARS, BONDS, & REPUTATIONS

BRAWN ◆◆◇
ENDURE ◆◇◇
FIGHT ◆◇◇
FORCE ◆◇◇
STUNT ◆◇◇

NERVES ◆◆◇
COOL ◆◇◇
DRIVE ◆◇◇
SHOOT ◆◇◇
SURVIVAL ◆◇◇

SMOOTH ◆◆◇
FLIRT ◆◇◇
LEADERSHIP ◆◇◇
SPEECH ◆◇◇
STYLE ◆◇◇

FOCUS ◆◆◇
DETECT ◆◇◇
FIX ◆◇◇
HEAL ◆◇◇
KNOW ◆◇◇

CRIME ◆◆◇
AWARENESS ◆◇◇
DEXTERITY ◆◇◇
STEALTH ◆◇◇
STREETWISE ◆◇◇

GRIT

○○○○○○○ BAD! ○○○ POW!

BAD: SUFFER A CONDITION
POWER: GAIN 1 POWER

SUPERPOWER

FEATS

YOU LOOK

HURT - ◇ BRAWN
NERVOUS - ◇ NERVES
LIKE A FOOL - ◇ SMOOTH
DISTRACTED - ◇ FOCUS
SCARED - ◇ CRIME

TIRED - ◇ NONE
EXHAUSTED - ◇ POWER
____ - ◇ OTHER
____ - ◇ OTHER
BROKEN - ◇ ALL

POWERLESS ◇

YOUR 4TH CONDITION IS ALWAYS BROKEN • WHEN EXHAUSTED YOU CAN'T GAIN OR SPEND POWER
WHEN POWERLESS YOU CAN'T SPEND POWER, AND CAN'T USE YOUR SUPERPOWER AND THE FEATS CONNECTED TO IT

WEAPONS & GADGETS

☐☐☐
☐☐☐
☐☐☐
☐☐☐
☐☐☐
☐☐☐
☐☐☐

GEAR

CA$H $ $ $ $ $

RIDE

NAME ____

PERSONAL DATA

This is everything you know about your Hero. Anything else, you'll have to live through or learn during the game. We don't take lengthy backstories here, only facts, actions, and surprising plot-twists.

- **Name:** Your name
  Julian Drake
- **Alias:** Your moniker as a superhero, if you have one
  Hyper Knight
- **Origin:** The Origin of your Power.
  Prototype
- **Catchphrase:** Your tag line, your creed, the words that guide you when it's time for action. Basically, your entire identity summed up in a sentence.
  I am Hyper Knight
- **Flaw:** Nobody's perfect. Your flaw is the thing that keeps tripping you up during your mission.
  I always believe I'm right

Your **Origin** tells you something about the nature of your superpowers. In the next page, you will find a list of Origins and you can pick freely among them.

If you choose **Simple Human** as your Origin, you can choose the **Specialty** Superpower instead of the one offered by your Role.

Your **Catchphrase** is a clear indication of how you should interpret your Hero, and the Director can also use it as a benchmark for when to reward you with a **Spotlight**. For example, if Hyper Knight makes a difficult choice because of his role, he certainly deserves a Spotlight!

Your **Flaw**, on the other hand, is something you'll have to deal with or overcome on your mission. You can reference your Flaw to guide your interpretation of your Hero, and the Director can call your Flaw into play to impose a Hindrance to relevant rolls. For example, since Hyper Knight believes he is always right, he could disregard the input of his friends, or even suffer -1 when rolling to cooperate with them.

CHOOSE YOUR ORIGIN

You are free to choose your Origin as:

- **Alien:** You are an alien, or have an alien parasite in your body.
- **Arcane:** You were born with, taught, or granted mystical powers.
- **Divine:** You are the avatar of a god, or have divine powers.
- **Eternal:** Your power comes straight from the Eternity Shards.
- **Evolved:** Your powers have developed naturally during puberty.
- **Experiment:** You are the result of a scientific experiment.
- **Mutation:** You are the outcome of a mutation caused by an extraordinary creature or accident.
- **Myth:** Your powers are connected to a legend or steeped in folk traditions.
- **Prototype:** You can rely on experimental technology, or are a robot yourself.
- **Simple Human:** You are only human, you don't have any innate power.

Usually, your Origin only has a narrative value, but on some occasions, it might prove a Help or a Hindrance.

For example, if you're an Alien, you could gain a Help when trying to understand an alien language, but suffer a Hindrance when interacting with other Aliens who are hostile toward your people.

LIKE BUDAPEST

In Outgunned Superheroes you don't need to have a set background since the very beginning. Fill in your Hero Sheet and get ready to play, keeping an open mind.

If a fellow Hero turns to you and says "It's like what we did in Budapest", play along. Answer with a joke, and allow the exchange to create a small fragment of your shared backstory.

You'll realize that filling in the holes about your past as you play with your friends is much more fun, and also extremely easy!

ROLES

The Role of a Hero is a key feature that tells you what kind of person you are, what you can do, and probably also how you spent your life up to this day. This will be your most crucial decision!

The first thing to do when creating your Hero, is choosing their Role:

- **The Armored**
- **The Beast**
- **The Blaster**
- **The Champion**
- **The Elemental**
- **The Force Master**
- **The Maverick**
- **The Psychic**
- **The Shadow**
- **The Shapeshifter**
- **The Sorcerer**
- **The Speedster**
- **The Tank**
- **The Teleporter**
- **The Weaponmaster**

Each Role grants you a unique **Superpower**, and **1 additional point in one Attribute of your choice** between the 2 offered.

For example, if you choose the Champion as your Role, you gain the Enhanced Body Superpower and 1 Attribute Point in either Brawn or Nerves, your choice.

Additionally, you also acquire **1 point each in 10 Skills**, and **2 Feats** from the list of 6 for the Role.

Finally, your Role also suggests some **Origins**, **Catchphrases**, and **Flaws** you can use as inspiration to fill in your Personal Data. Everything you need to start playing in the blink of an eye.

If you want my advice, you should choose a Role based on what you want to play, and how you want to approach your next adventure.

If you want to be a lone vigilante watching over the city from on high and meting out justice on the streets, choose the Shadow. If you want to inspire your friends and lecture them when they use excessively colorful language, the Champion is what you need. Instead, if you prefer to avoid violence and think that every situation can be resolved with diplomacy, you could play as a Psychic. And if you have nothing to share with the other Heroes and have gotten here thinking only about yourself, why not choose the Maverick?

Anyway, always remember that you shouldn't have two Heroes playing the same Role on a mission, unless it is essential to the plot.

INCREDIBLE ROLES

In addition to normal Roles, this genre book also includes two Incredible Roles: **The Marvel** and **The Prodigy**.

I recommend choosing one of these Roles **only if you are already familiar with this game**.

The Marvel simultaneously acts as your Role and Trope, and you should mark it in both sections on your Hero Sheet. This means that if you pick this Role, you can NOT choose a Trope.

Unlike other Roles, the Marvel immediately grants you **2 Attribute Points, 12 assigned Skill Points**, and **3 Feats** to choose from a list.

The Marvel is the perfect Role if you wish to play a truly exceptional superhero, a cut above all the others. I recommend choosing this Incredible Role only if everyone at the table agrees, or when you set off on an adventure with a small group or maybe even on your own.

The Prodigy is a non-Role, which allows you to choose an extra Trope instead of your Role.

This means you will have 2 Tropes, one to mark down as your Trope on the Hero Sheet as usual, and a second one to mark as your Role, followed by "Prodigy". This means that your Role could be "Billionaire Genius Prodigy", or "Working-class Hero Prodigy".

The Prodigy allows you to gain access to a vast array of powers, and it's the perfect Role when you want to play an original, bizarre Hero who doesn't fit in the other categories.

OTHER ROLES

In the **OUTGUNNED** corebook you can find 10 Roles perfect for any occasion, like the Agent, the Criminal, or the Spy.

When playing ***SUPERHEROES***, you are always free to use all the Roles and Tropes from **OUTGUNNED** and other expansions, if they suit your needs.

If you choose to do so, you can choose any Superpower from those available, and can swap out one of the Feats from your Role with another one from this genre book.

THE ARMORED

A charming billionaire with an energy reactor in place of a heart, a lethal soldier just trying to do their part, or a young kid who merged with a technological parasite.

The Armoreds are indestructible knights of steel who can rely on technology at the edge of the impossible.

Their shiny metal shell allows them to fly at great speed, but it can also shoot rays of pure energy at their opponents, protect them from most forms of attack, and to top it all off, it has the timeless appeal of a hot rod convertible. Absolutely amazing!

Origin:
Alien, Prototype, Simple Human

Catchphrase:
I'm the only one who can do this
Whatever it takes
According to my calculations, maybe

Flaw:
I'm overconfident
I'm a control freak
I need my armor to walk

CHARACTERISTICS OF AN ARMORED

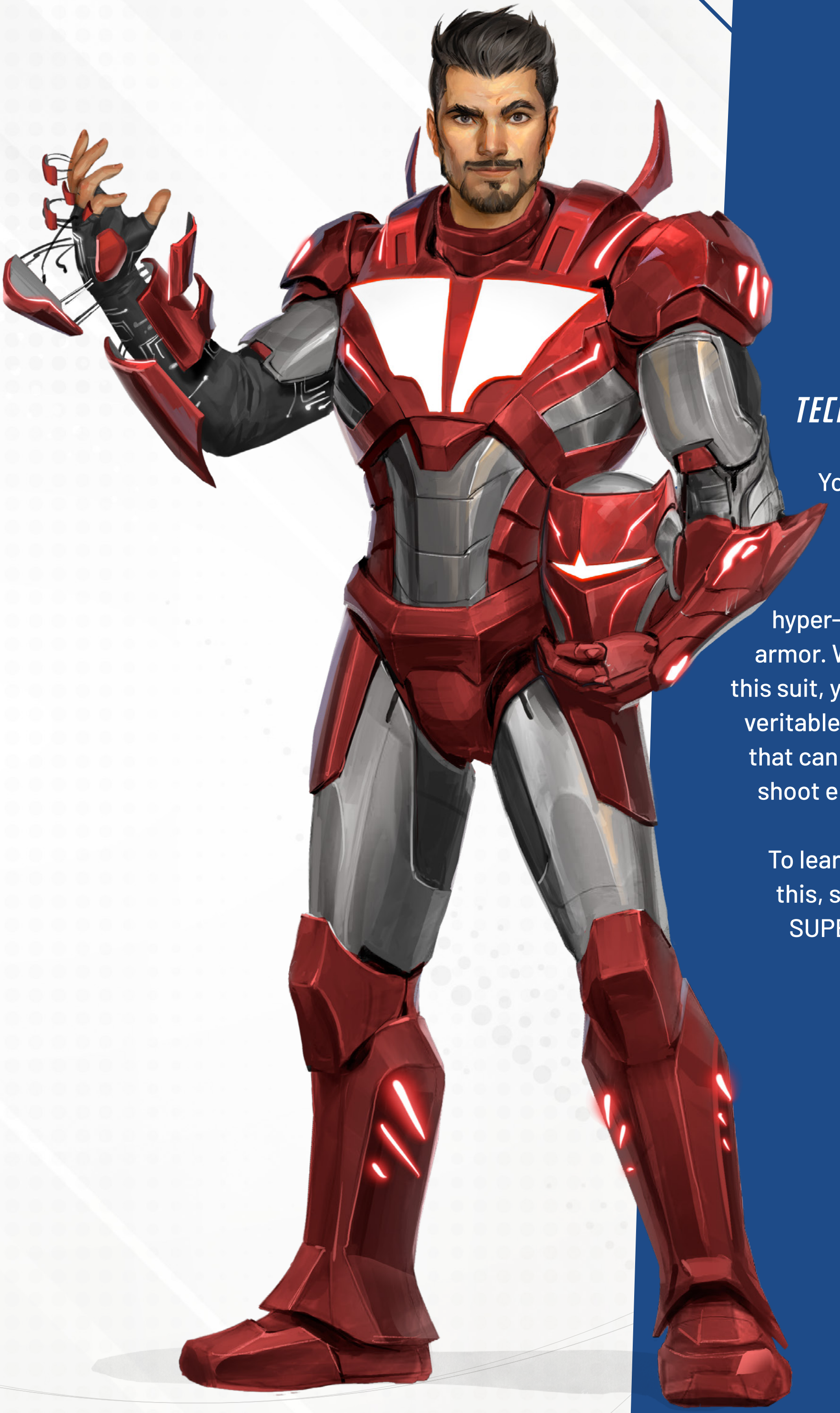
INDESTRUCTIBLE. MADE OF STEEL. HAS A HEART.

Attribute Point:
Nerves **or** Focus

Skill Points:
Endure
Fight
Stunt
Cool
Drive
Shoot
Speech
Style
Detect
Fix

Superpower:
Hyper-technological Armor

Feats:
Choose two from:
Barrier
Bulletproof
Personal A.I.
PhD
Unlimited Funds
Unstoppable Force



HYPER-TECHNOLOGICAL ARMOR

You have either received or personally built a suit of hyper-technological armor. When you don this suit, you turn into a veritable war machine that can fight, fly, and shoot energy beams.

To learn more about this, see Section 2: SUPERPOWERS & FEATS.

THE BEAST

A lone wolf who lives far away from civilization, an immortal soldier who drags themselves from one battlefield to the next, or an anthropomorphic animal.

Savage as wild animals, the Beasts are the most diffident and unpredictable of all Heroes.

Some Beasts are outcasts who live in the woods and spend their lives in hiding. Others are anthropomorphic animals who can't even pretend to be human.

Regardless of their appearance, when a Beast gets angry, it's best if you keep your distance. They tend to have claws.

Origin:

Evolved, Mutation, Myth

Catchphrase:

I'm saying this for the last time…
What I do is not pretty
I'm not the hero you believe I am

Flaw:

I'm easily provoked
I always put myself first
Loud noises disorient me

CHARACTERISTICS OF A BEAST

WILD. SHARP CLAWS. FIERCE.

Attribute Point:

Brawn **or** Crime

Skill Points:

Endure
Fight
Stunt
Cool
Survival
Leadership
Detect
Awareness
Stealth
Streetwise

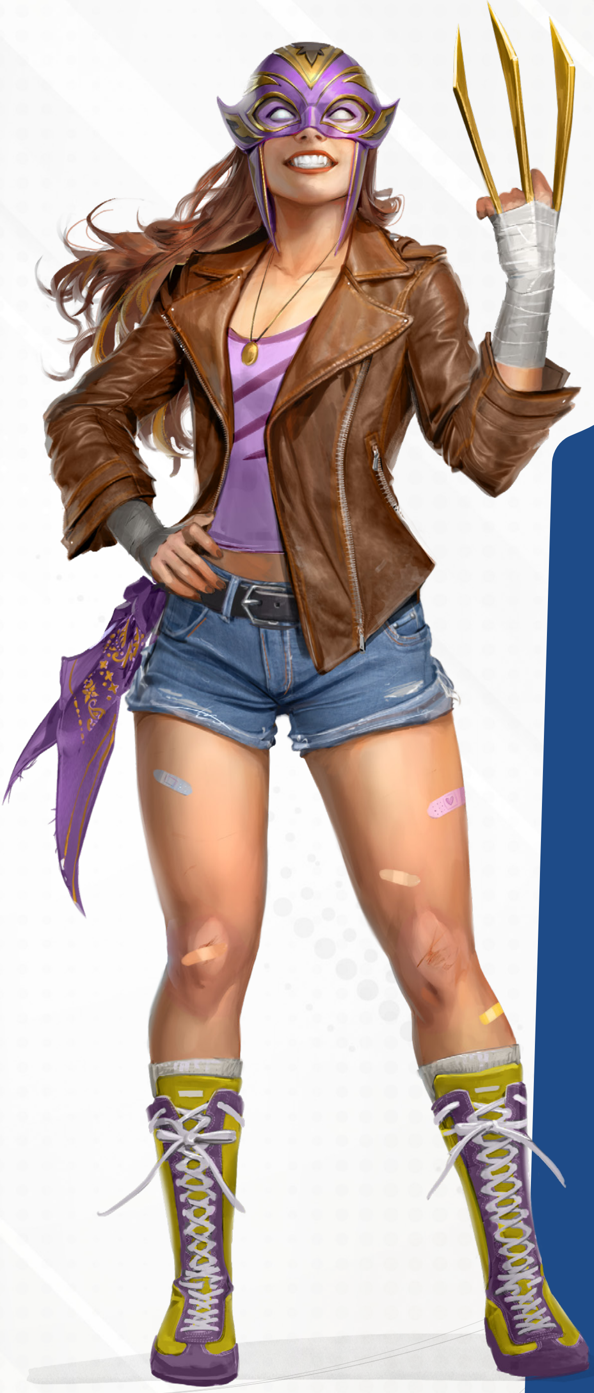
Superpower:

Natural Predator

Feats:

Choose two from:

Jump
Monster
Pint-Sized
Regeneration
Super Senses
Trained Fighter



NATURAL PREDATOR

You are a wild creature, and share some features of a wild animal's appearance or behavior. When you need to, you can unsheathe a devastating set of claws.

To learn more about this, see Section 2: SUPERPOWERS & FEATS.

THE BLASTER

A resolute leader who shoots lasers from their eyes, a cyborg charged with energy, or someone who can absorb cosmic rays.

Blasters have the ability to store huge amounts of kinetic energy within their body and to later release it as a beam of condensed light that destroys everything in its path.

These Heroes can unleash streams of pure energy directly from their hands, eyes, mouth, or chest, and wield a devastating power, even by superhero standards.

Origin:
Eternal, Evolved, Prototype

Catchphrase:
Don't make me do this
There's always a choice
Over my dead body

Flaw:
I'm afraid of my own powers
I need to keep my eyes covered
I never listen to orders

CHARACTERISTICS OF A BLASTER

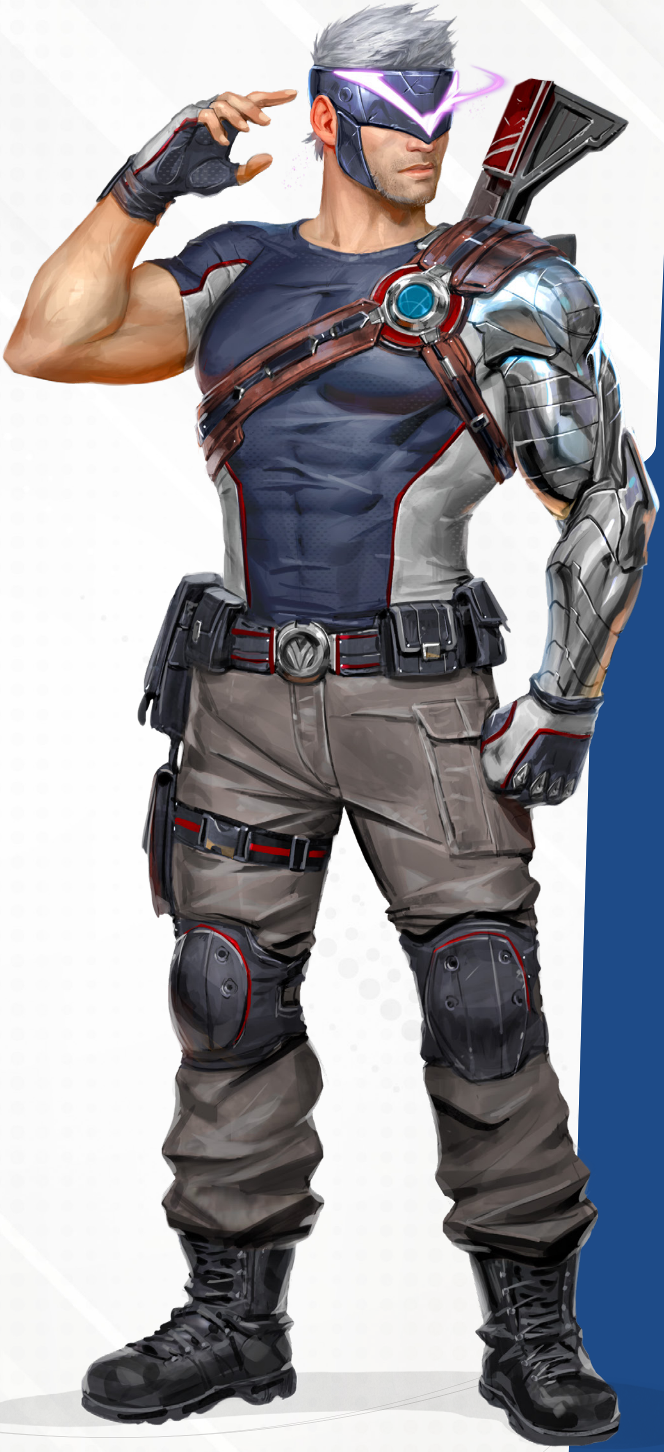
POWERFUL. PRECISE. PURE ENERGY.

Attribute Point:
Brawn **or** Smooth

Skill Points:
Endure
Fight
Cool
Shoot
Leadership
Speech
Fix
Heal
Awareness
Stealth

Superpower:
Kinetic Energy

Feats:
Choose two from:
Barrier
Cyborg
Flight
Hard to Kill
Trained Fighter
Unstoppable Force



KINETIC ENERGY

You can accumulate a large amount of kinetic energy in your eyes, chest, or in the palms of your hands, releasing it at will in the form of a devastating beam of light that barrages through your opponents, destroying everything in its path.

To learn more about this, see Section 2: SUPERPOWERS & FEATS.

THE CHAMPION

A demigod with the power of thunder, a soldier who always does what's right, or a warrior-king who protects his people.

Champions are the quintessential superheroes: strong, brave, always ready to fight for what they believe in. No challenge is too big for these Heroes, and no enemy is too strong.

Oftentimes, the Champion is the leader of their group, or is generally respected and admired by their comrades.

Origin:
Experiment, Divine, Myth

Catchphrase:
Get behind me!
I can do this all day
Nobody gets left behind

Flaw:
I believe I can save everyone
I cannot lie
I trust others too much

CHARACTERISTICS OF A CHAMPION

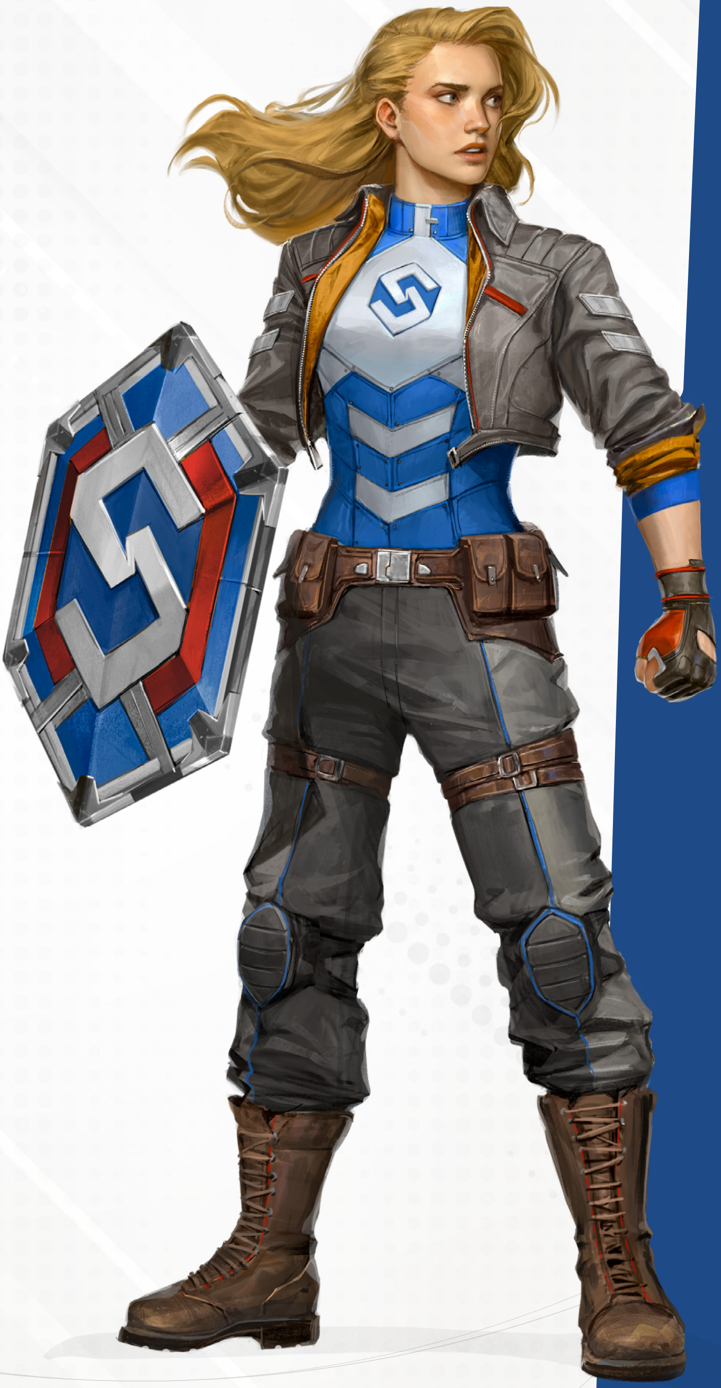
VICTORIOUS. ON THE FRONT LINE. LEADER.

Attribute Point:
Brawn **or** Nerves

Skill Points:
Endure
Fight
Force
Stunt
Cool
Survival
Flirt
Leadership
Awareness
Dexterity

Superpower:
Enhanced Body

Feats:
Choose two from:
Flight
Gadget
Jump
Hard to Kill
Lord of the Seas
Team Leader



ENHANCED BODY

Your body is in peak shape. Your combat skills are second to none, and you have exceptional strength, nimbleness, and endurance. It doesn't matter how many times you get knocked out, you always have the strength to get back into the fight.

To learn more about this, see Section 2: SUPERPOWERS & FEATS.

THE ELEMENTAL

A charming playboy surrounded by flames, a god with a stormy disposition, a frosty boy next door.

As the name implies, Elementals are at one with their element, they can control the forces of nature and manipulate them to their heart's content. Whether they are literal hot-heads who soar among skyscrapers, storm-lords, frost-surfers, or stone benders, the Elementals are much more than meets the eye, and they shouldn't be underestimated.

Origin:
Evolved, Divine, Mutation

Catchphrase:
I'm on fire!
The wind is changing
A mountain fears no wind

Flaw:
I always put myself first
I joke too much
I can't read the room

CHARACTERISTICS OF AN ELEMENTAL

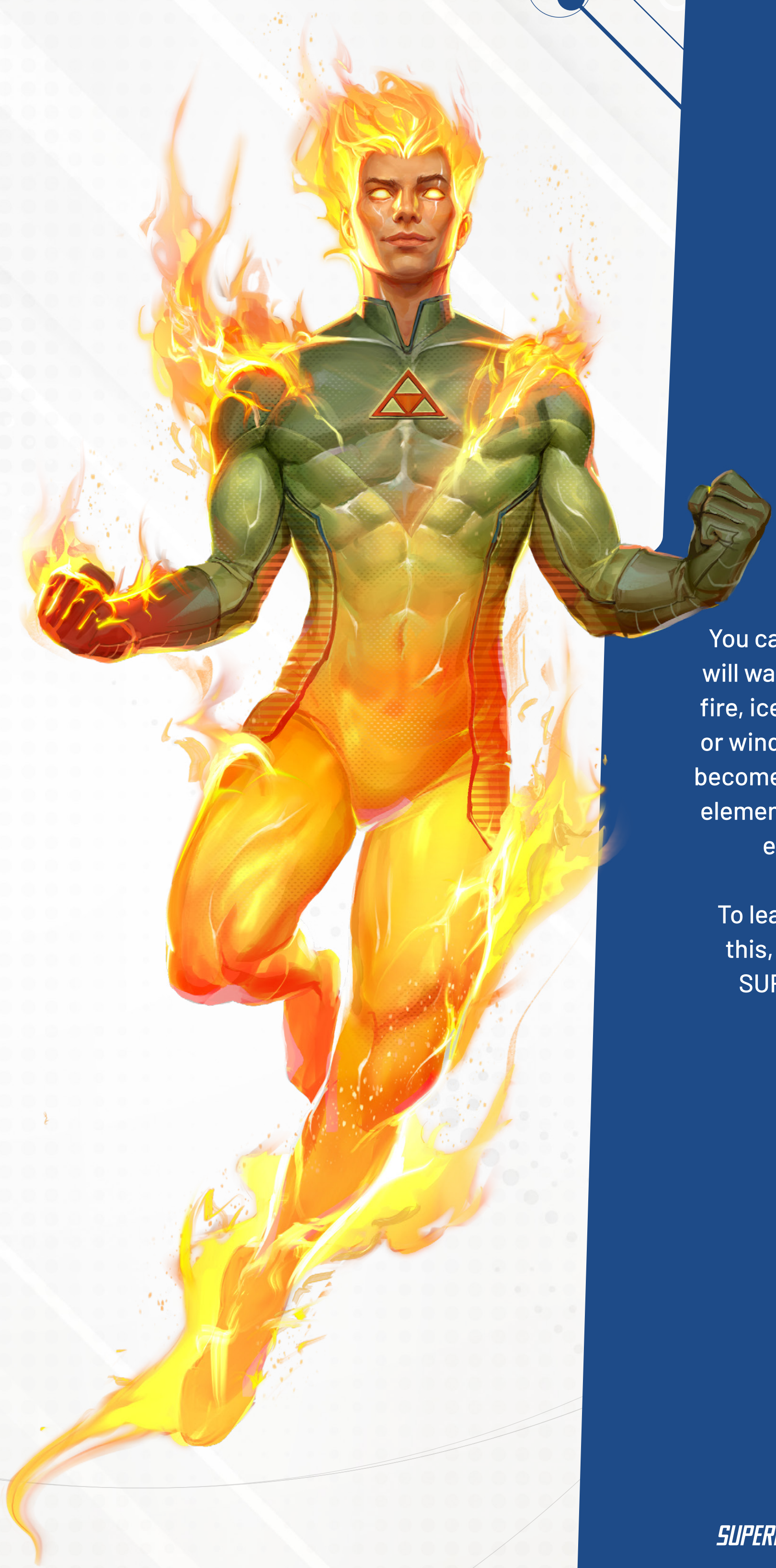
FIERY. FROSTY. ELECTRIFYING.

Attribute Point:
Nerves **or** Smooth

Skill Points:
Endure
Fight
Shoot
Survival
Flirt
Leadership
Style
Know
Stealth
Streetwise

Superpower:
Elemental Control

Feats:
Choose two from:
Barrier
Bulletproof
Flight
Incorporeal
Lord of the Seas
Unstoppable Force



ELEMENTAL CONTROL

You have mastery over an element. You can bend to your will water, electricity, fire, ice, storm, earth, or wind, and can even become one with your element, taking on an elemental form.

To learn more about this, see Section 2: SUPERPOWERS & FEATS.

THE FORCE MASTER

A rebel at heart who can control all metals, or a brilliant woman who can manipulate cosmic force.

In this World there are forces beyond our understanding, especially if you don't feel like spending hours poring over science books. The Force Masters can feel these invisible forces, and they can bend them to their will, using them to create impenetrable barriers, or to control metals with their mind.

These Heroes should never be taken lightly, as they are always much more powerful than they appear.

Origin:
Evolved, Divine, Mutation

Catchphrase:
We can't control everything
We are the future
It's possible, in theory

Flaw:
I never take "no" as an answer
I don't work with enemies
I cause interference with electronics

CHARACTERISTICS OF A FORCE MASTER

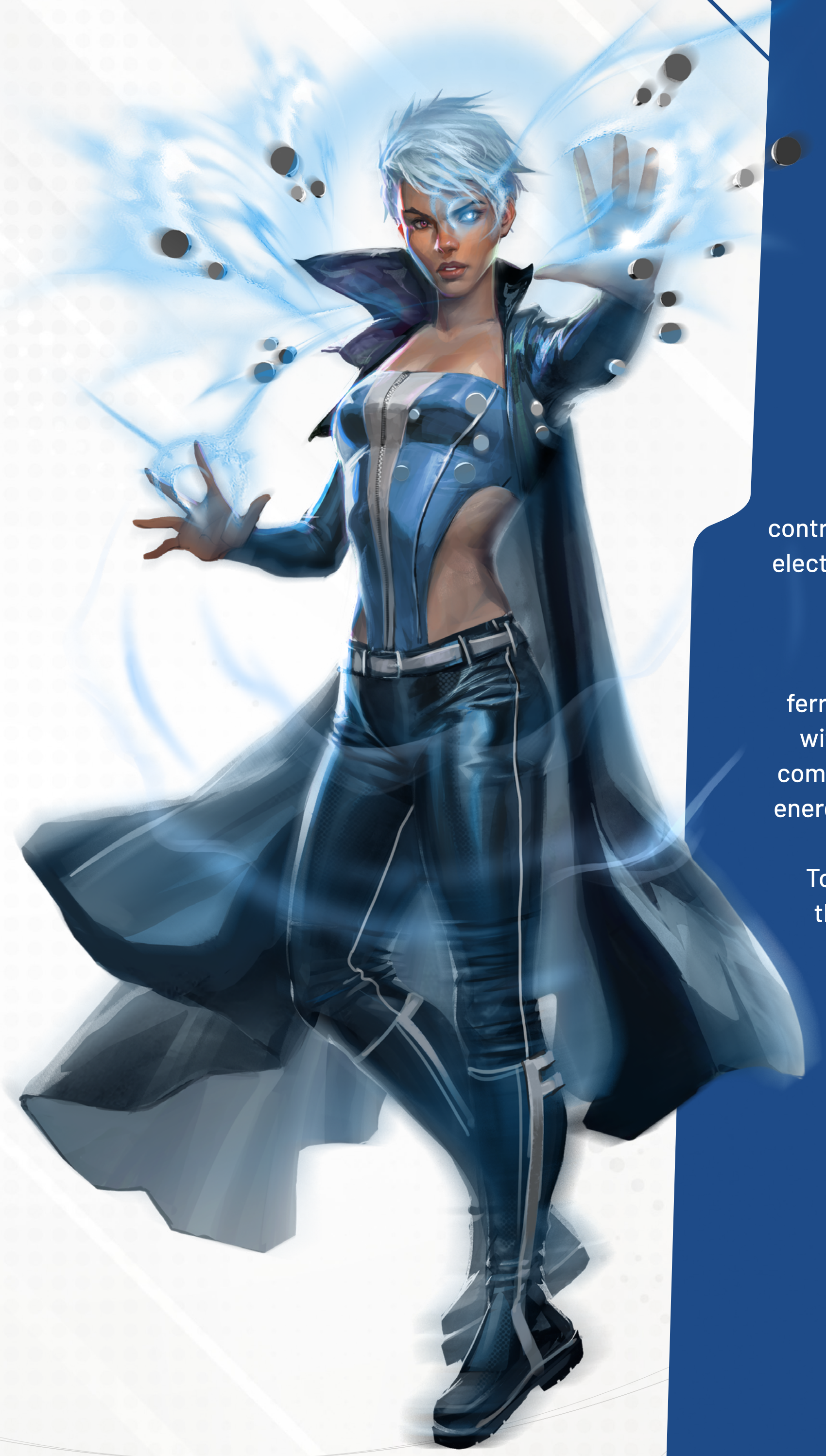
UNSTOPPABLE. STEADY MIND. FOCUSED.

Attribute Point:
Nerves **or** Focus

Skill Points:
Endure
Force
Cool
Shoot
Survival
Flirt
Leadership
Fix
Heal
Know

Superpower:
Force Control

Feats:
Choose two from:
Barrier
Energy Manipulation
Gadget
Invisible
PhD
Unstoppable Force



FORCE CONTROL

You can feel and control cosmic force or electromagnetic force.

Your powers allow you to control ferromagnetic metals with your mind, or to command the invisible energy of the universe.

To learn more about this, see Section 2: SUPERPOWERS & FEATS.

THE MAVERICK

An adorable poker player, an incorrigible crook from space, or a private investigator who's stronger than she looks.

Those who believe that all Heroes are forces for good, probably have never met a Maverick. These pirates with a bright grin are certainly not as brave and valiant as the Champion, nor as serious as the Psychic, but they are extremely resourceful. Both more charming and more irritating than all others.

So, are the Mavericks good, or are they evil? Bit of this, bit of that.

Origin:
Alien, Evolved, Simple Human

Catchphrase:
Good plan, too bad it sucks
I'll make a name for myself
No, I don't think I will

Flaw:
I give in to my emotions
My accent is hard to understand
I take every bet

CHARACTERISTICS OF A MAVERICK

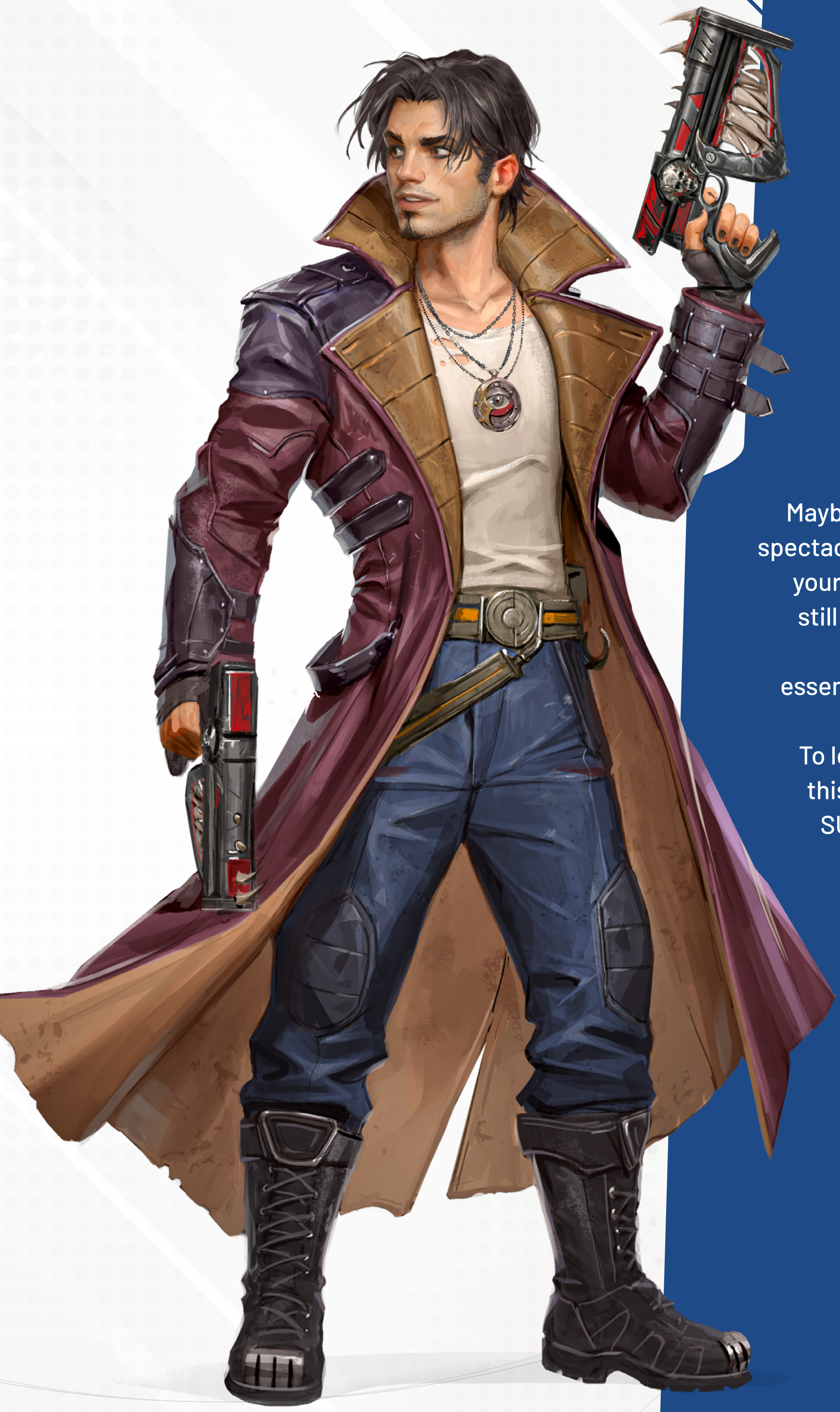
CUNNING. LOVABLE. TRUMP CARD.

Attribute Point:
Nerves **or** Crime

Skill Points:
Fight
Stunt
Drive
Shoot
Flirt
Speech
Fix
Dexterity
Stealth
Streetwise

Superpower:
Specialty

Feats:
Choose two from:
Bullseye
Energy Manipulation
Gadget
Heartbreaker
Silver Tongue
Super-Ride



SPECIALTY

Maybe you don't have spectacular powers like your friends, but you still have a specialty that makes you essential to the team.

To learn more about this, see Section 2: SUPERPOWERS & FEATS.

THE PSYCHIC

A friendly professor, a young student with much to learn, or a telekinetic with a sword made of light.

The Psychics are people gifted with great psychic powers, who can move objects with as little as a thought, and even probe and manipulate the minds of other people.

These Heroes display exceptional intelligence and intuition, and have a penchant for influencing others, even if they often do so with good intentions.

Origin:
Alien, Evolved, Arcane

Catchphrase:
Knowledge is power
You need to trust me
Don't repeat my mistakes

Flaw:
I always believe I'm right
I don't want to use my powers
I'm extremely picky

CHARACTERISTICS OF A PSYCHIC

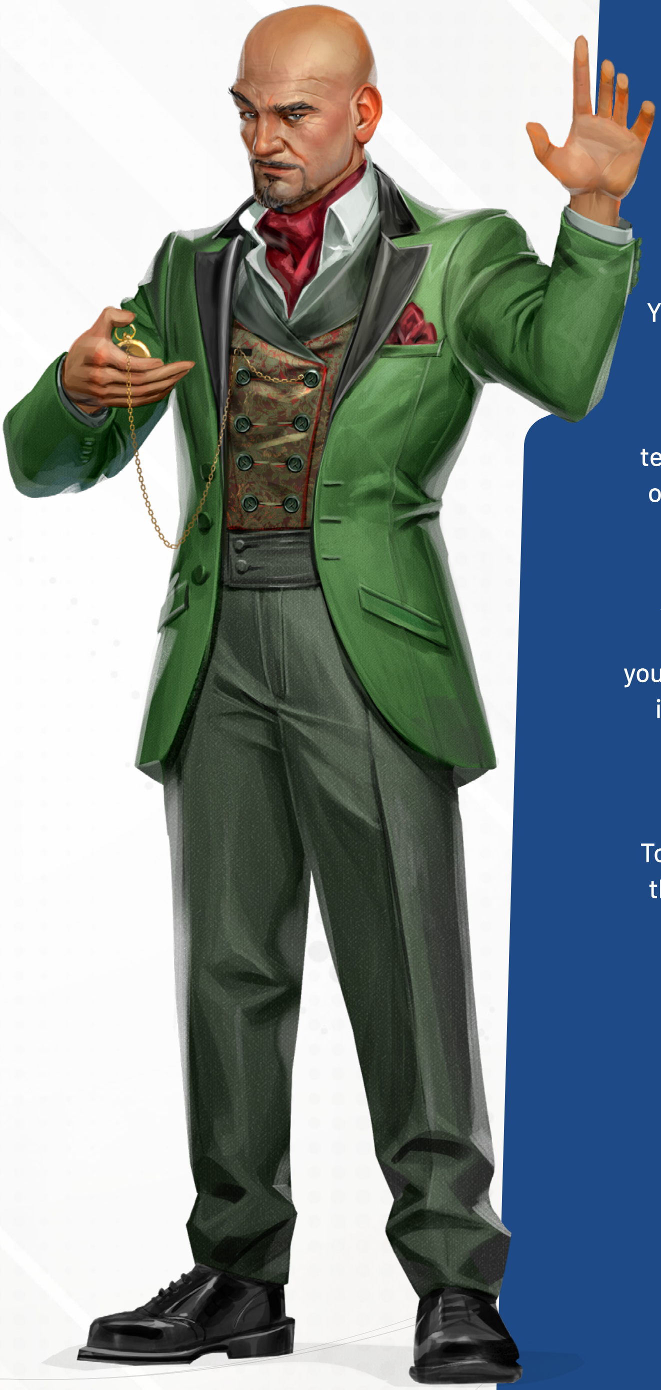
SMART. IN CONTROL. MANIPULATING.

Attribute Point:
Smooth **or** Focus

Skill Points:
Endure
Cool
Flirt
Leadership
Speech
Style
Detect
Heal
Know
Awareness

Superpower:
Mind Powers

Feats:
Choose two from:
Detective
Energy Manipulation
Flight
Foresight
Mind Control
Speak with Animals



MIND POWERS

You have incredible mental powers that allow you to communicate telepathically, move objects, and create illusions.

And if that doesn't seem like enough, you can even whisper into people's mind, distracting and influencing them.

To learn more about this, see Section 2: SUPERPOWERS & FEATS.

THE SHADOW

A night vigilante who blends in with gargoyles, a lone knight who fights to protect their city, or a blind avenger who fears nothing.

The Shadows are dark Heroes who watch over their city, waiting for the perfect moment to make their dramatic entrance. An avenger dressed like a bat, a devil with a heart of gold, or a humble vaudevillian veteran, the Shadow is always one step ahead of their enemy... And somehow always manages to strike them from behind when they least expect it.

Origin:
Evolved, Prototype, Simple Human

Catchphrase:
I am vengeance
I will find you
Ideas are bullet-proof

Flaw:
I never change my mind
I'm blind
I see evil everywhere

CHARACTERISTICS OF A SHADOW

DARK. FEARLESS. LONER.

Attribute Point:
Focus **or** Crime

Skill Points:
Fight
Stunt
Cool
Leadership
Detect
Fix
Heal
Awareness
Dexterity
Stealth

Superpower:
Dark Presence

Feats:
Choose two from:
Detective
Gadget
Invisible
Prep Time
Super Senses
Trained Fighter

DARK PRESENCE

You are little more than a shadow in the alleys of your city. Quiet as a cat, and just as elusive. You know how to vanish without a trace only to reappear from the shadows to get the jump on your enemy.

To learn more about this, see Section 2: SUPERPOWERS & FEATS.

THE SHAPESHIFTER

A spy that can change their face, a green-skinned kid who can speak with animals, or an elastic genius with a really long neck.

All Heroes are different, but none quite as different as the Shapeshifters.

Some Shapeshifters can take on the appearance of any other human being. Others can even transform into animals and wild beasts. And others still are practically made of rubber, they can extend and twist however they want.

What did I tell you?

Origin:
Alien, Evolved, Arcane

Catchphrase:
I've changed my mind
I thought you liked me!
We are all connected

Flaw:
I hate my true appearance
I joke when I shouldn't
I never change

CHARACTERISTICS OF A SHAPESHIFTER

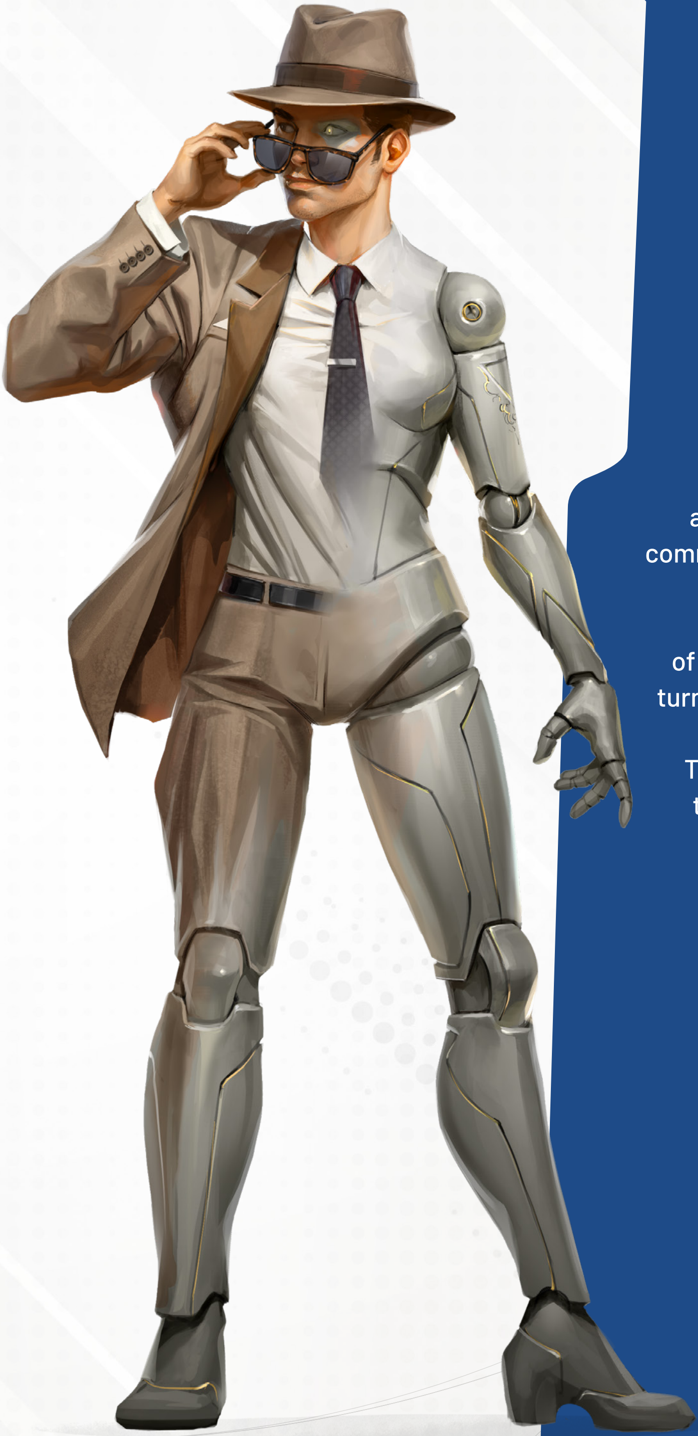
VERSATILE. ELASTIC. EVER-CHANGING.

Attribute Point:
Smooth **or** Crime

Skill Points:
Stunt
Drive
Flirt
Speech
Style
Detect
Know
Dexterity
Stealth
Streetwise

Superpower:
Shapeshift

Feats:
Choose two from:
Heartbreaker
Monster
PhD
Power-Mirror
Regeneration
Speak with Animals



SHAPESHIFT

Your body is pliant and changes as you command it, stretching like rubber, taking on the appearance of another person, or turning into an animal.

To learn more about this, see Section 2: SUPERPOWERS & FEATS.

THE SORCERER

A young apprentice full of ambitions, a powerful wizard who has crossed many realities, or an unstoppable mother.

There's an invisible power coming straight from another dimension, and some people call this magic. Sorcerers are charismatic Heroes who have learned how to control this power, bend it to their will, and use it to cast real spells.

Everything is possible when dealing with a Sorcerer, the force of their ingenuity can bend Reality itself.

Origin:
Divine, Arcane, Myth

Catchphrase:
Don't believe everything you see
Of course I can, I think
We know frighteningly little about such things

Flaw:
I need to learn the truth
I can't stand losing
I have a dark secret

CHARACTERISTICS OF A SORCERER

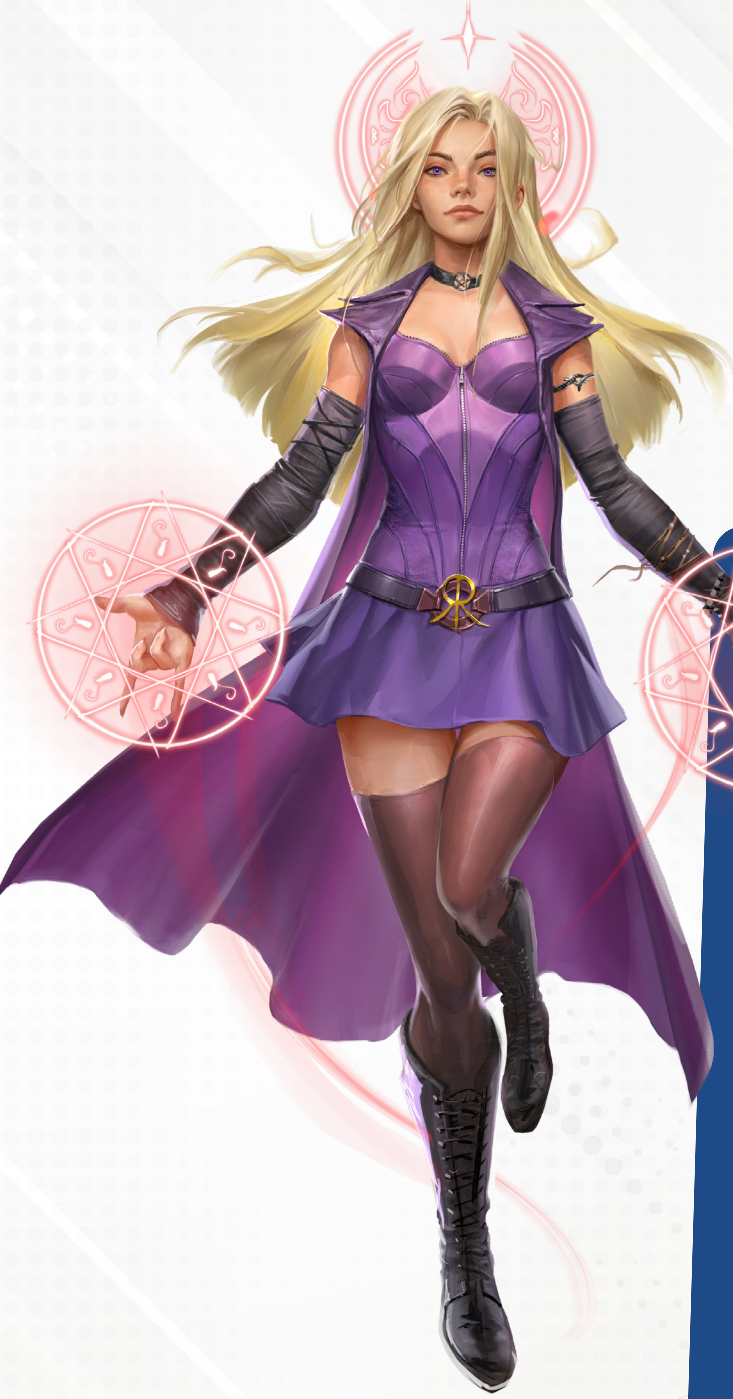
CREATIVE. PLAYING WITH REALITY. AMBITIOUS.

Attribute Point:
Smooth **or** Focus

Skill Points:
Cool
Shoot
Flirt
Leadership
Speech
Style
Detect
Know
Dexterity
Stealth

Superpower:
Arcane Powers

Feats:
Choose two from:
Barrier
Familiar
Flight
Gadget
Mind Control
Multiple Hero



ARCANE POWERS

You were born with phenomenal magical powers or have acquired them through years of study and training.

You can use your magic to cast simple spells of many kinds, like summoning items, fabricating illusions, or creating an astral projection.

To learn more about this, see Section 2: SUPERPOWERS & FEATS.

THE SPEEDSTER

A Hero nobody can keep up with, someone who can never sit still, or who is going too fast for their own good.

The Speedsters are not the strongest or the most resilient of all Heroes, and they're not even the smartest, but at least they're the fastest. Their slowed perception of time makes them sharp observers, capable of reacting to danger practically before it even happens. And did I tell you how fast they are? Well, they are fast!

Origin:
Evolved, Divine, Mutation

Catchphrase:
Be right back
I'm sorry, I wasn't listening
Hey, I had to try

Flaw:
I'm always hungry
I'm too awkward
I ask too many questions

CHARACTERISTICS OF A SPEEDSTER

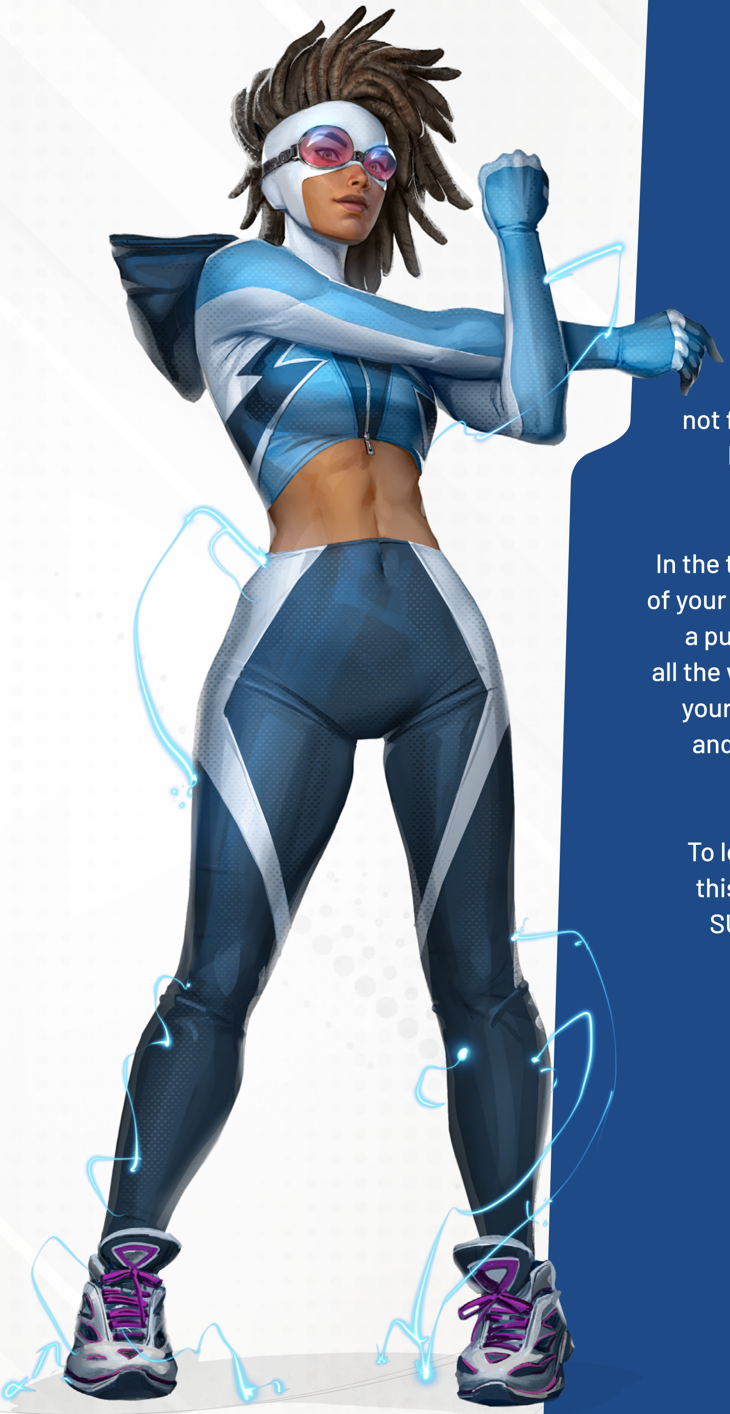
FAST. ELUSIVE. NO BRAKES.

Attribute Point:
Brawn **or** Smooth

Skill Points:
Fight
Stunt
Flirt
Speech
Style
Detect
Fix
Awareness
Dexterity
Stealth

Superpower:
Super-Speed

Feats:
Choose two from:
Hacker
Incorporeal
Sonic Boom
Super Senses
Trained Fighter
Wall-Climber



SUPER-SPEED

Maybe you're not faster than light, but you are very, very fast.

In the time it takes one of your friends to throw a punch, you can jog all the way home, make yourself a sandwich, and get back to join the brawl.

To learn more about this, see Section 2: SUPERPOWERS & FEATS.

THE TANK

A gentle giant with skin like steel, a grumpy behemoth made of stone, a tree of few words, or a scientist with anger-management issues.

If it's true that the bigger they are, the harder they fall, rest assured that when a tank falls, they crash, because no one is as big as them.

Some tanks are naturally huge individuals who look less than reassuring, others are simple humans who can turn into muscle-bound hulks when things don't go their way. Either way, they are all characterized by size and strength without equal.

Origin:
Alien, Experiment, Evolved

Catchphrase:
I am always angry
Can I wreck that? Imma wreck that
Muscles don't make the hero

Flaw:
I have a short temper
I can only say my name
I sink in water

CHARACTERISTICS OF A TANK

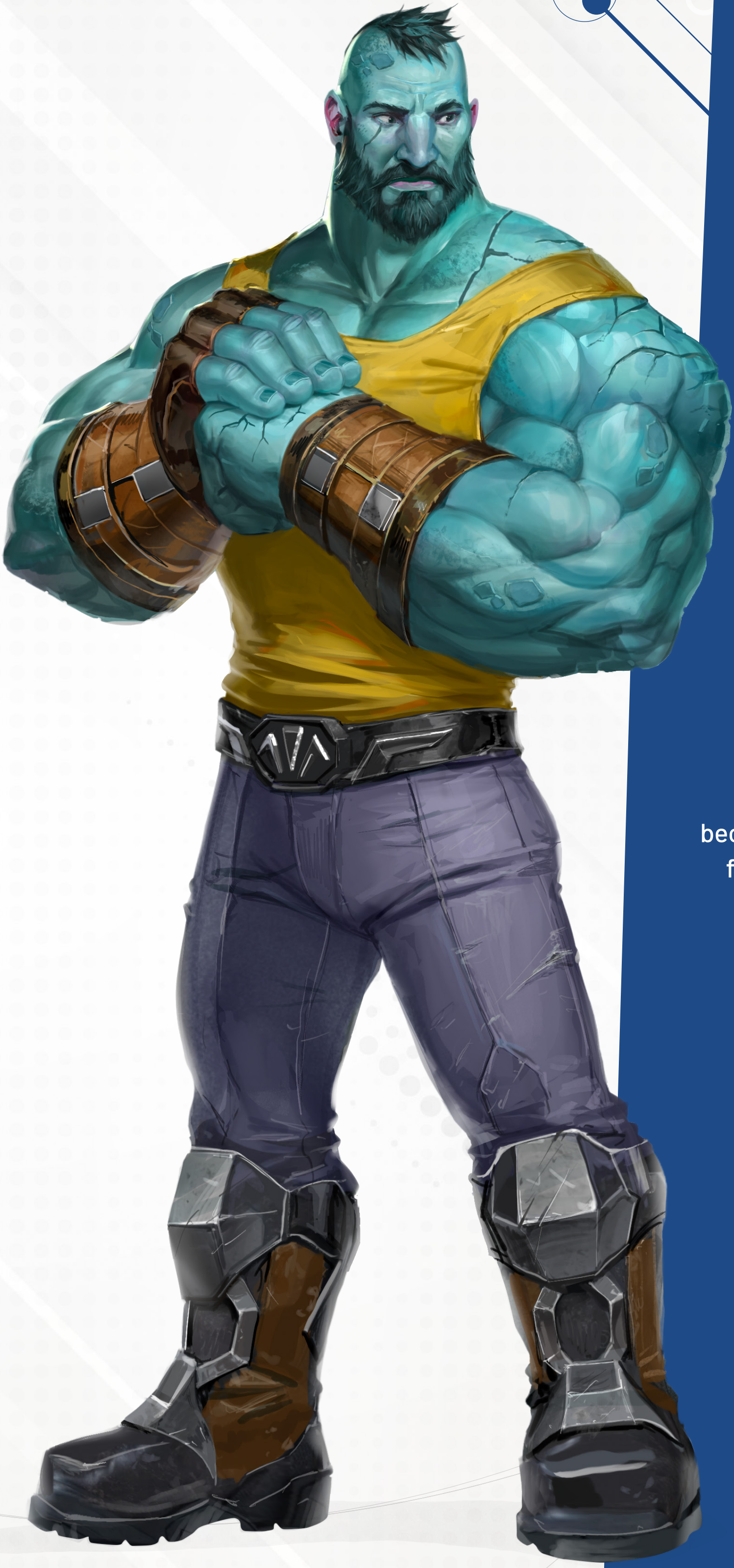
INCREDIBLE. INSURMOUNTABLE. IRASCIBLE.

Attribute Point:
Brawn **or** Smooth

Skill Points:
Endure
Fight
Force
Stunt
Cool
Survival
Detect
Fix
Heal
Awareness

Superpower:
Incredible Strength

Feats:
Choose two from:
Trained Fighter
Lord of the Seas
Jump
Unstoppable Force
Immortality
Bulletproof



INCREDIBLE STRENGTH

You are as tall as two people, and just as wide. Your body is a pile of muscles, and your skin is as thick as stone and as hard as steel. When you unleash yourself, you become an unstoppable force and nothing can stand in your way.

To learn more about this, see Section 2: SUPERPOWERS & FEATS.

THE TELEPORTER

A circus performer with blue skin, a magician who doesn't like to sit still, or a vagabond who is always on the road.

Sometimes, even Heroes look at the horizon and wish to be somewhere else, but only a few of them can actually turn that wish into reality in the blink of an eye, and still have time to make it back for dinner.

Teleporters are individuals with the ability to instantly move to another place of their choice, who can dematerialize in a puff of smoke just as easily as they can take a step. Among Heroes, teleporters are certainly the least predictable.

Origin:
Evolved, Arcane, Myth

Catchphrase:
If I don't return, don't wait for me
Did you miss me?
I swear, I can't help it

Flaw:
I'm not really brave
My head is always in the clouds
I often leave items behind

CHARACTERISTICS OF A TELEPORTER

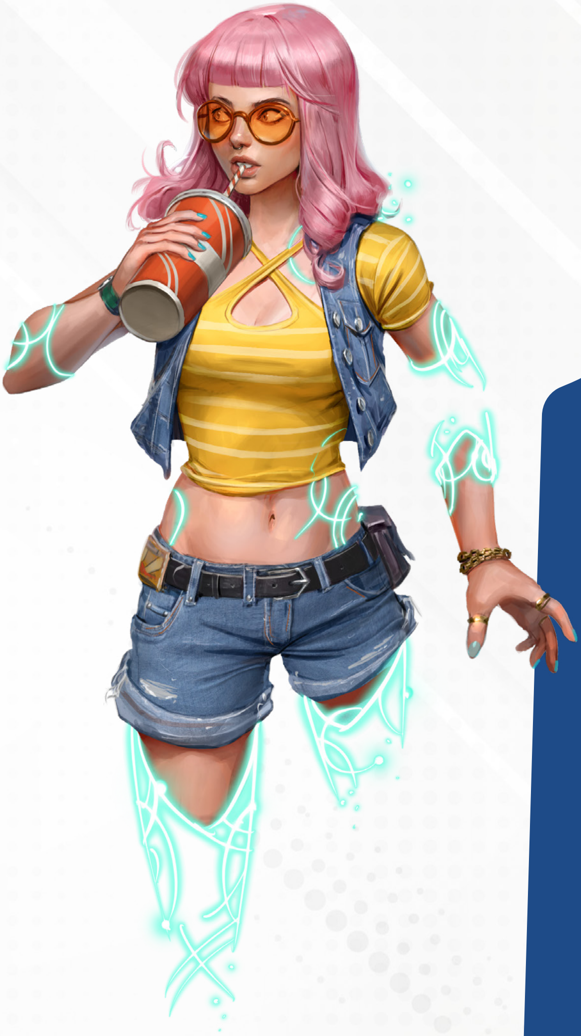
ETHEREAL. VANISHED. BEHIND YOU.

Attribute Point:
Brawn **or** Crime

Skill Points:
Stunt
Shoot
Survival
Speech
Detect
Heal
Awareness
Dexterity
Stealth
Streetwise

Superpower:
Teleportation

Feats:
Choose two from:
Acrobat
Detective
Energy Manipulation
Familiar
Foresight
Hacker



TELEPORTATION

Thanks to your incredible powers, you can teleport anywhere, disappearing in a flash of light or a puff of smoke, only to reappear in a blink.

To learn more about this, see Section 2: SUPERPOWERS & FEATS.

THE WEAPONMASTER

An archer who never misses, a mercenary with a katana, or a gunslinger that always hits the mark.

The Weaponmasters are the best fighters you can find.

Some of them are archers with infallible aim who could take the wings off of a fly one mile away, or trigger-happy gunslingers who never miss their target. Others are peerless sword fighters, bruisers with batons, streetwise ronin, or dagger-wielding assassins. However, they all have one thing in common: they never miss.

Origin:
Experiment, Mutation, Simple Human

Catchphrase:
There's no honor in this
Maximum effort!
But I wasn't aiming at you

Flaw:
I always overdo it
I'm deaf in one ear
I follow a strict code

CHARACTERISTICS OF A WEAPONMASTER

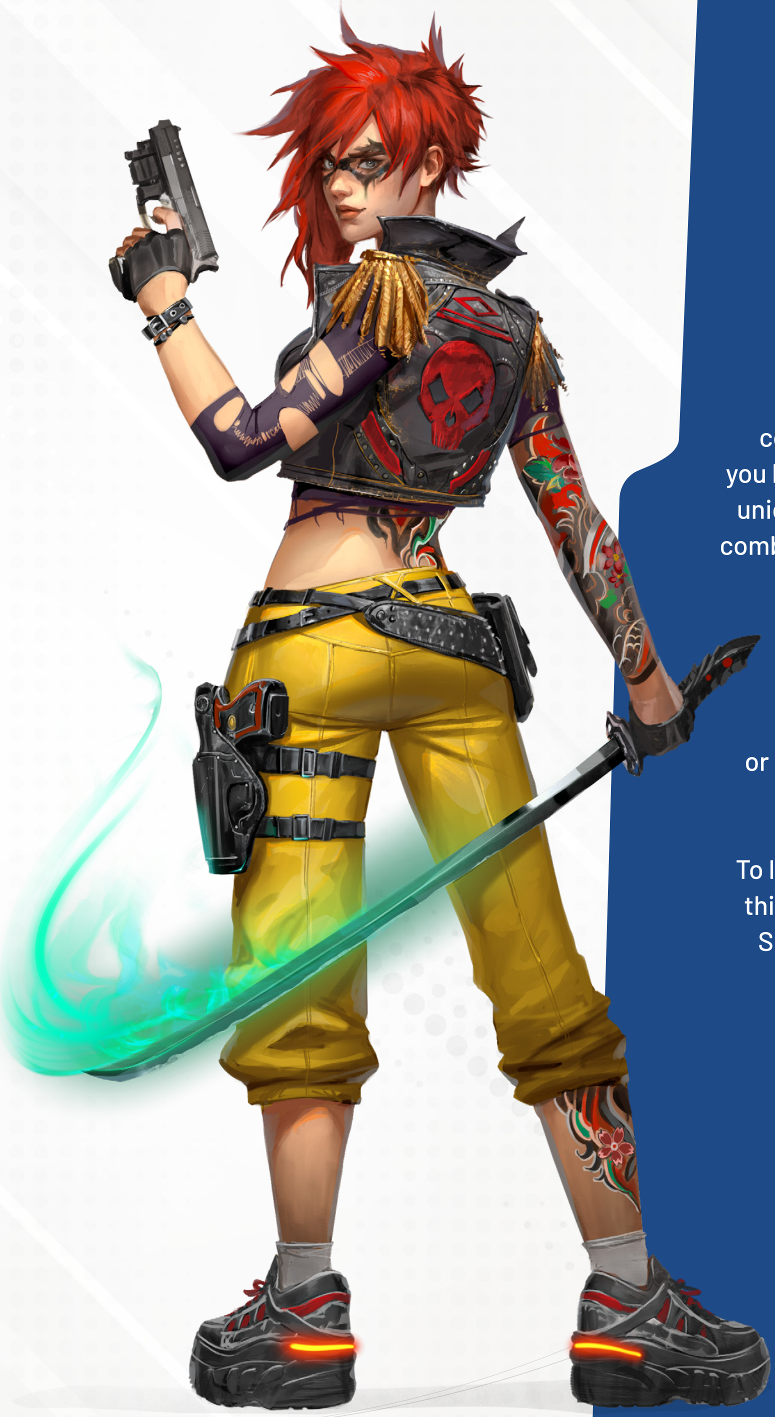
DARING. ARMED AND DANGEROUS. DEFT.

Attribute Point:
Brawn **or** Nerves

Skill Points:
Fight
Stunt
Drive
Shoot
Speech
Style
Heal
Awareness
Dexterity
Stealth

Superpower:
Battleborn

Feats:
Choose two from:
Acrobat
Cyborg
Gadget
Jump
Regeneration
Super Senses



BATTLEBORN

After surviving countless battles, you have perfected a uniquely formidable combat style. Thanks to your fighting prowess or lethal aim, you can use bows, melee weapons, or guns better than anybody else.

To learn more about this, see Section 2: SUPERPOWERS & FEATS.

THE MARVEL

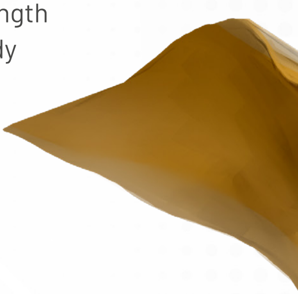
An invincible alien who came here to save the World, or to conquer it, a god among mortals, an individual born from one of the Eternity Shards, imbued with its power.

The Marvels are exceptional beings, even by superhero standards. We are talking about one-of-a-kind individuals who fly through the Universe, wearing their red capes, and falling on their opponents with the force of a calamity.

Origin:
Alien, Divine, Eternal

Catchphrase:
I can't allow this
I can. And I will
I'm flawed, too

Flaw:
I underestimate my enemies
I can't control my strength
I see good in everybody



CHARACTERISTICS OF A MARVEL

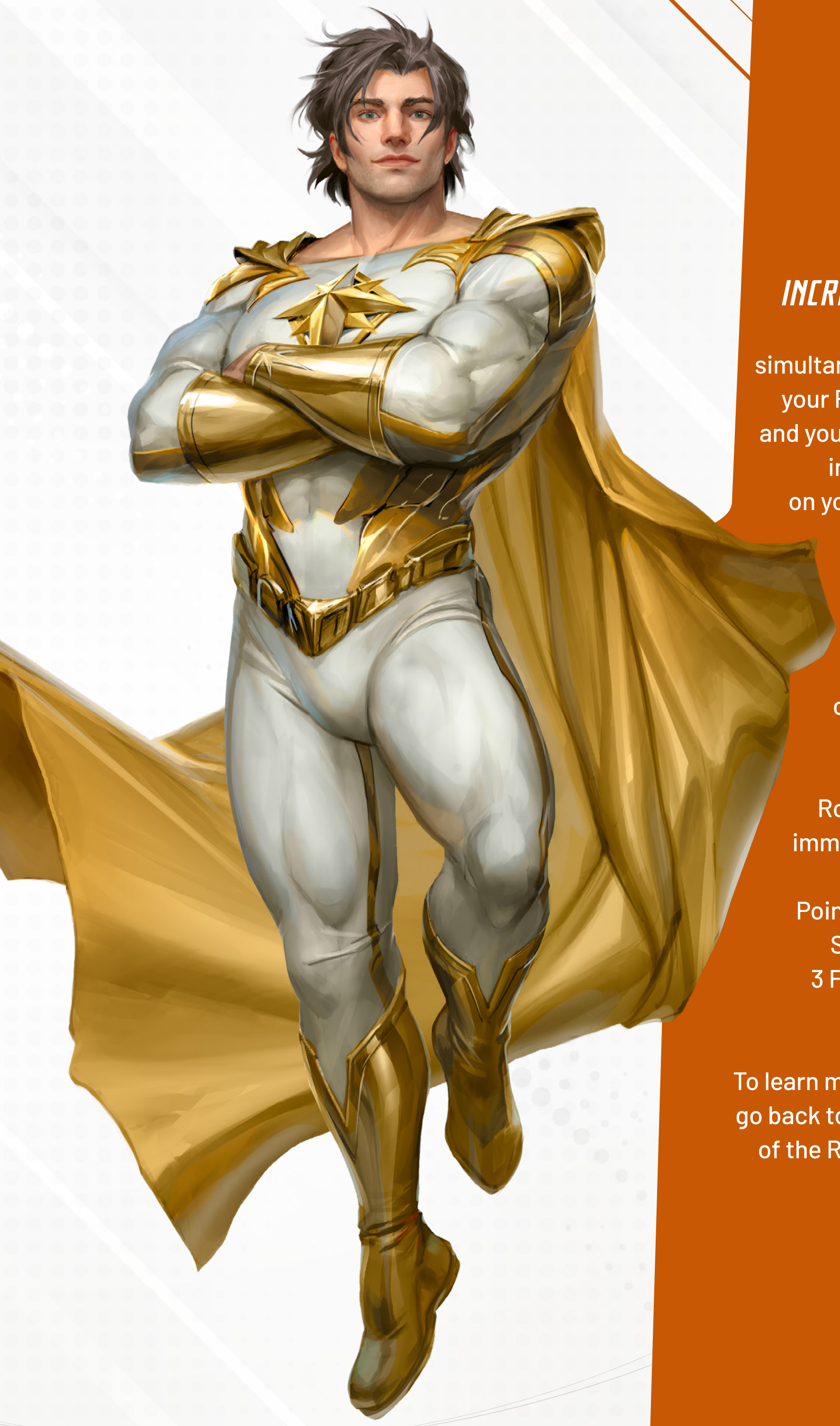
UNBEATABLE. OFF THE CHARTS. MARVELOUS.

Attribute Points:
Brawn
Smooth

Skill Points:
Endure
Fight
Force
Stunt
Cool
Shoot
Flirt
Leadership
Detect
Know
Awareness
Dexterity

Superpower:
Invincible

Feats:
Choose three from:
Bullseye
Detective
Foresight
Jump
Heartbreaker
Hard to Kill
Immortality
Sonic Boom
Super Senses
Regeneration
Team Leader
Unstoppable Force



INCREDIBLE ROLES

The Marvel simultaneously acts as your Role and Trope, and you should mark it in both sections on your Hero Sheet. This means that if you pick this Role, you can NOT choose a Trope.

Unlike other Roles, the Marvel immediately grants you 2 Attribute Points, 12 assigned Skill Points, and 3 Feats to choose from a list.

To learn more about this, go back to the beginning of the Roles chapter in this section.

THE PRODIGY

A runaway who doesn't accept their powers, a neighborhood friend who leaps from skyscraper to skyscraper, or another Hero unique in their genre and impossible to classify.

Prodigies are one-of-a-kind Heroes who don't fall into any of the other Roles described before.

Each Prodigy is different from the others, and their powers are unique, original, strange, or simply so disjointed that it's impossible to find a connection between them.

Choose this Role when you want to create a truly unique and eccentric Hero, choosing their Superpower freely, without the need to adhere to the one assigned to a Role.

Origin:
Eternal, Evolved, Mutation

Catchphrase:
I've hit the Jackpot!
Don't know. Don't care
Do I look like a hero to you?

Flaw:
I have overwhelming responsibilities
I lose control
I take things too far

CHARACTERISTICS OF A PRODIGY

UNIQUE. OUT OF THE BOX. BEYOND CLASSIFICATION.

Attribute Point:
Granted by the Tropes

Skill Points:
Granted by the Tropes

Superpower:
One of a Kind

Feats:
Granted by the Tropes

INCREDIBLE ROLES

The Prodigy is a non-Role, which allows you to choose an extra Trope instead of your Role.

This means you will have 2 Tropes, one to mark down as your Trope on the Hero Sheet as usual, and a second one to mark as your Role, followed by "Prodigy". This means that your Role could be "Billionaire Genius Prodigy", or "Working-class Hero Prodigy".

To learn more about this, go back to the beginning of the Roles chapter in this section.

TROPES

The Trope is the archetype of your Hero, and it allows you to get a quick look into their character and mannerisms. Like in all good movies, some Heroes are Super Soldiers always ready for action. Others are Charming Misfits, who weren't cut out to save the Universe but will still find a way to succeed in the end.

And others are even Anti-heroes with snarky quips and a hair-trigger.

Once you've settled on a Role for your Hero, you must choose one of these 21 Tropes:

Anti-hero
Billionaire Genius
Charming Misfit
Chatty Mercenary
Country Boy/Girl
Cynical Tinkerer
Dark Knight
Deadly Beauty
Good Advisor
Hot Mess
Humorless Grouch
Most Dangerous
Nosy Four-eyes
Of Few Words
Sassy Genius
Sentimental Rebel
Super Soldier
Tough Exterior
Tragic Past
Walking Hazard
Working-class Hero

When you choose a Trope, you gain **1 point in an Attribute and 1 point each in 8 Skills**. Then, you can choose **1 Feat** from the list of 4 for the Trope. Additionally, each Trope gives you an interesting prompt about how to portray your Hero.

You'll see that each Trope is connected to 2 Attributes. You're free to choose either of them when assigning your Attribute Point. For example, if you opt to play a Super Soldier, you gain 1 point in either Brawn or Nerves, your choice.

If your Role has already given you a point in one of the Attributes associated with your Trope, then you must choose the other one.

ARCHETYPES, NOT STEREOTYPES

Adhering to a Trope helps you dive straight into the action with a reasonably clear idea of how your Hero will act during the mission, and it also helps other players get an idea of who your Hero is and how to interact with them. But you must be careful not to take it too far.

When playing as your Hero, you should always keep in mind their Trope, but never adhere to it blindly. Even Heroes are well-rounded characters, and there's no need for them to become stereotypes or robots, incapable of change!

ANTI-HERO

“I don’t do this for you, I do it for me.”

Does going against the bad guys automatically make you a good guy? No, not at all. However, when the World needs you, you are always there for it, and when the situation calls for it, you still find the courage to do what’s right. It doesn’t matter what you say. Deep down, you truly care.

Attribute Point:
Nerves **or** Crime

Feats:
Choose one from:
Energy Manip.
Immortality
Trained Fighter
Unstoppable Force

Skill Points:
Fight
Stunt
Cool
Drive
Shoot
Flirt
Stealth
Streetwise

BILLIONAIRE GENIUS

*“Is it better to be feared or respected?
I say, is it too much to ask for both?”*

Genius, playboy, billionaire, philanthropist... You really have it all. You’re accustomed to excellence and expect nothing less, but it might be time to look in the mirror and get a dose of humility. Remember, the rich also cry...

Attribute Point:
Smooth **or** Focus

Feats:
Choose one from:
Heartbreaker
Personal A.I.
PhD
Unlimited Funds

Skill Points:
Shoot
Flirt
Speech
Style
Detect
Fix
Know
Stealth

CHARMING MISFIT

*“Let’s solve this with a dance off.
Come on, you and me.”*

You’re not the coolest, nor the strongest, or the fastest, and you’re certainly not the smartest, or the most charming. It’s hard to see how you ended up being a Hero, and yet here you are, and nobody knows how they would do it without you and your sick playlist.

Attribute Point:
Nerves **or** Smooth

Feats:
Choose one from:
Gadget
Prep Time
Silver Tongue
Super-Ride

Skill Points:
Stunt
Drive
Shoot
Speech
Style
Dexterity
Stealth
Streetwise

CHATTY MERCENARY

"The @#$§& authors censored my quote. Those bastards!"*

You only do this thankless job because you need to earn a living, and you never shut up about it. People stand against you at their own peril, but those who stand beside you might risk even more. You are the best at what you do, and you always do it with maximum effort.

Attribute Point:
Nerves **or** Smooth

Feats:
Choose one from:
Bullseye
Monster
Regeneration
Trained Fighter

Skill Points:
Endure
Fight
Stunt
Drive
Shoot
Speech
Dexterity
Streetwise

COUNTRY BOY/GIRL

"Actually, my mother is silver-haired"

You were born and raised in a small rural town, the kind where everybody knows everybody, and your parents taught you respect and good manners. You don't always understand the strange ways of city people, who look at you as if you were an alien, but you're still willing to help them with a smile.

Attribute Point:
Brawn **or** Smooth

Feats:
Choose one from:
Bulletproof
Flight
Team Leader
Unstoppable Force

Skill Points:
Fight
Force
Stunt
Survival
Flirt
Speech
Heal
Awareness

CYNICAL TINKERER

"I can fix this, but I need some pliers and that mechanical arm."

If something is broken, you know how to fix it, and if something is working, you know how to wreck it. The one thing that gets on your nerves is people who interrupt you, people who speak too much, and people in general.

Attribute Point:
Focus **or** Crime

Feats:
Choose one from:
Cyborg
Hacker
PhD
Pint-Sized

Skill Points:
Drive
Shoot
Survival
Leadership
Fix
Dexterity
Stealth
Streetwise

DARK KNIGHT

"I am the night."

You look at the city from up high and see a corrupted world in need of fixing. If crime is the disease that plagues the streets, you are the only cure. Perhaps not the cure we deserve, but still the cure we need. Or was it the other way around?

Attribute Point:
Brawn **or** Crime

Feats:
Choose one from:
Gadget
Super-Ride
Trained Fighter
Unlimited Funds

Skill Points:
Fight
Stunt
Cool
Leadership
Detect
Fix
Awareness
Stealth

DEADLY BEAUTY

"My eyes are up here, the gun is under the table."

You are drop-dead gorgeous, but your drop-kick is no joke either. Thanks to a perfect mix of beauty and menace, you manage to be both the forbidden dream and most terrifying nightmare of all your opponents. Equal parts honey and poison.

Attribute Point:
Smooth **or** Crime

Feats:
Choose one from:
Bulletproof
Heartbreaker
Mind Control
Trained Fighter

Skill Points:
Fight
Shoot
Flirt
Style
Detect
Know
Dexterity
Stealth

GOOD ADVISOR

"Deep down, you know the answer."

Your friends look at you as an older sibling, a parent, or a teacher, always ready to give the best advice. You respect everyone's opinions and wishes, but you never hesitate to tell things how they truly are. It takes brains and heart to be you, and you have both in spades.

Attribute Point:
Smooth **or** Focus

Feats:
Choose one from:
Barrier
Mind Control
Prep Time
Team Leader

Skill Points:
Cool
Leadership
Speech
Detect
Heal
Know
Stealth
Streetwise

HOT MESS

"I would think the same, if that were my face."

You are funny and charming, anyone would be happy to have you by their side. Only they are not, because you can also be extremely full of yourself. One of these days, your beautiful, smug face will get you into big trouble.

Attribute Point:
Brawn **or** Smooth

Feats:
Choose one from:
Energy Manip.
Heartbreaker
Multiple Hero
Unstoppable Force

Skill Points:
Fight
Stunt
Drive
Shoot
Flirt
Style
Dexterity
Streetwise

HUMORLESS GROUCH

"If you don't mind, we have a job to do."

In the most dramatic moments, in the most critical circumstances, your friends know that they can always rely on you and your ability to keep your cool when things get rough. But during road trips and birthday parties... people have a harder time tolerating you. You should try to relax sometimes.

Attribute Point:
Brawn **or** Focus

Feats:
Choose one from:
Cyborg
Gadget
Hard to Kill
Team Leader

Skill Points:
Endure
Fight
Cool
Drive
Shoot
Leadership
Know
Awareness

MOST DANGEROUS

"Move."

No matter who you ask, nobody is as tough as you. Maybe you have something of a reputation, your name is synonymous with strength and nerves of steel. Maybe you have yet to reveal your full power. One thing's for sure: underestimating you would be a terrible mistake.

Attribute Point:
Nerves **or** Focus

Feats:
Choose one from:
Energy Manip.
Familiar
Trained Fighter
Unstoppable Force

Skill Points:
Endure
Cool
Leadership
Heal
Know
Awareness
Dexterity
Streetwise

NOSY FOUR-EYES

"You know that old movie set in space?"

You are one of those people who spend all their time with their nose in a comic book, or earning pennies taking photos for a local tabloid. Whenever you are not studying or fantasizing about your new costume, you focus on finding the truth and fighting for justice. Just like your childhood heroes.

Attribute Point:
Focus **or** Crime

Feats:
Choose one from:
Detective
Gadget
Hacker
PhD

Skill Points:
Speech
Detect
Fix
Heal
Know
Awareness
Dexterity
Stealth

OF FEW WORDS

"I am Kruth."

You are a big guy of very few words. Only a few people can understand you, and even fewer deserve an explanation in your eyes. If something needs to be done, you do it. If it's time to throw hands, paws, or branches, you are certainly game. Who needs words?

Attribute Point:
Brawn **or** Crime

Feats:
Choose one from:
Barrier
Bulletproof
Monster
Unstoppable Force

Skill Points:
Endure
Fight
Force
Cool
Survival
Leadership
Heal
Awareness

SASSY GENIUS

"I could explain, but you wouldn't understand."

You are as good at understanding the most complex phenomena and technology, as you are unable to read a room and understand the emotions of people around you. Your head is too full of problems to think about anything else. Can't they see this is important?

Attribute Point:
Nerves **or** Focus

Feats:
Choose one from:
PhD
Gadget
Pint-Sized
Shrinkage

Skill Points:
Stunt
Drive
Shoot
Leadership
Speech
Fix
Heal
Know

SENTIMENTAL REBEL

"If we don't make a choice, someone else will make it for us."

You are moved by the highest ideals. It could be freedom, justice, or true love. Whatever it may be, this ideal lights a fire in your spirit, and you are willing to give your life for it. And not only yours.

Attribute Point:
Nerves **or** Smooth

Feats:
Choose one from:
Heartbreaker
Familiar
Flight
Silver Tongue

Skill Points:
Endure
Cool
Shoot
Survival
Flirt
Leadership
Know
Streetwise

SUPER SOLDIER

"Hey, language!"

You protect your comrades, respect your superiors, and always follow orders... at least so long as they are right. You truly are the perfect soldier, but there's much more to you. You have a clear moral compass, and always find the strength to pick yourself up when you fall.

Attribute Point:
Brawn **or** Nerves

Feats:
Choose one from:
Bulletproof
Gadget
Team Leader
Trained Fighter

Skill Points:
Endure
Fight
Stunt
Cool
Drive
Shoot
Leadership
Stealth

TOUGH EXTERIOR

"Get lost, bub. I don't care."

You are a tough guy, there's no denying that. Those who do not know you might think that you don't care about anything, not even yourself, and most of the times they may even be right. But there is good in you, and you can't wait to tear apart those who mistreat your friends.

Attribute Point:
Brawn **or** Nerves

Feats:
Choose one from:
Bulletproof
Hard to Kill
Immortality
Regeneration

Skill Points:
Endure
Fight
Stunt
Cool
Drive
Survival
Leadership
Streetwise

TRAGIC PAST

"Time does not heal all wounds."

The events of your past keep tormenting you, making you inconsolable, cynical, and uneasy. Looking in your eyes, it's clear that you're carrying around a huge weight, something nobody should bear on their own. No wonder you're so blue!

Attribute Point:
Nerves **or** Crime

Feats:
Choose one from:
Cyborg
Incorporeal
Pint-Sized
Sonic Boom

Skill Points:
Stunt
Survival
Fix
Heal
Awareness
Dexterity
Stealth
Streetwise

WALKING HAZARD

"Stay away from me. I don't want to hurt you."

Your powers are so terrifying that even you are scared of them. Over time, you have learned to keep a distance from the people you care about, to avoid hurting them. But your powers are a part of you, and sooner or later, you'll need to learn how to manage them.

Attribute Point:
Focus **or** Crime

Feats:
Choose one from:
PhD
Power Absorption
Sonic Boom
Unstoppable Force

Skill Points:
Fight
Cool
Drive
Detect
Heal
Awareness
Stealth
Streetwise

WORKING-CLASS HERO

"You have picked a bad day to be a super-villain."

You are the hero of working-class people, or just a normal person who decided to be a hero. You have simple tastes, plenty of guts, some cheesy one-liners, and the unmatched next-door charm that will turn heads wherever you go. Look out! Here comes you.

Attribute Point:
Brawn **or** Crime

Feats:
Choose one from:
Acrobat
Trained Fighter
Silver Tongue
Super Senses

Skill Points:
Fight
Stunt
Drive
Shoot
Speech
Fix
Stealth
Streetwise

ATTRIBUTES & SKILLS

Unfortunately, a Hero's life is mostly made up of crises that need to be avoided and Villains trying to conquer the World, so a colorful suit and some clever one-liners won't be enough if you want to save the day.

Luckily, while going on your mission, you can rely on **5 Attributes and 20 Skills** to help you overcome any obstacle.

Every time you pick up the dice, you must choose one Attribute and one Skill and add up their scores: that is how many dice you have in your pool.

You'll find each Skill under the Attribute it's paired with most often, but you can always use any Skill with any Attribute.

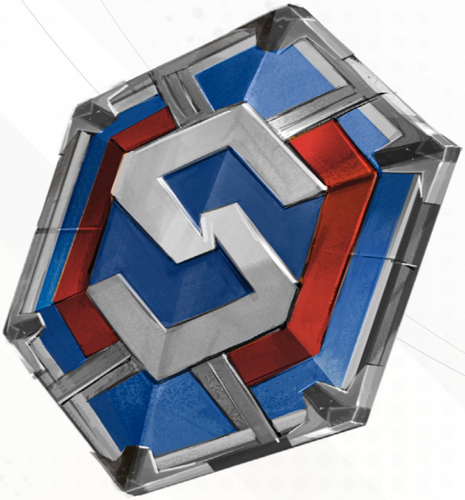
ATTRIBUTE & SKILL POINTS

You can have up to 3 points in each Attribute and Skill. Each Hero starts off with 2 points in all Attributes and 1 point in all Skills. These points are already marked in your Hero Sheet.

When you choose a Role and a Trope, you gain 2 Attribute Points and 18 Skill Points determined by that Role and Trope.

Additionally, when creating your Hero, you can add **2 free Skill Points** wherever you like.

When **Advancing** during your mission, you will gain new Skill Points to assign to represent your personal growth.



BRAWN: Use brawn for all actions that require physical effort.

Endure: Handle pain, keep going despite exhaustion, hold your liquor.
Fight: Fight enemies bare handed or in close quarters.
Force: Hoist, push, pull, or break things.
Stunt: Jump or run recklessly, dodge bullets.

NERVES: You need nerves of steel for actions that require quick reflexes and steady hands.

Cool: Keep your cool, hold still, or show courage.
Drive: Drive a car or bike, pilot a plane or helicopter.
Shoot: Shoot with guns or superpowers, throw objects with precision.
Survival: Find your bearings in the wilds, improvise weapons or shelter, hunt your dinner.

SMOOTH: Show off how smooth you are whenever you have to interact with other people or want to manipulate them.

Flirt: Seduce someone or use your charm.
Leadership: Inspire, give orders, or intimidate people.
Speech: Persuade or deceive someone, or carry out negotiations.
Style: Show style and elegance, clean up nice, or prove your artistic talent.

FOCUS: You'll need focus to concentrate, to notice details, and to recall memories and knowledge.

Detect: Find clues and intel, notice details, sniff out lies.
Heal: Give first aid or comfort someone.
Fix: Fix a computer or ride, turn off the security system, or hack into a server.
Know: Remember information you learned, recall details and other useful knowledge.

CRIME: Your aptitude for crime will come in handy when acting in secret or to notice incoming threats.

Awareness: Keep your eyes and ears open, notice incoming threats.
Dexterity: Perform sleight of hand, steal something, pick a lock.
Stealth: Hide, sneak, or move quietly.
Streetwise: Interact with criminals, recall information useful for moving in seedy neighborhoods or dealing with organized crime.

RESOURCES OF A HERO

Aside from Attributes and Skills, you can also rely on several resources that allow you to get important advantages, to keep track of your condition, and even to cheat death when all seems lost.

When creating your Hero, you start the game with all your **Grit** and no **Conditions**. Trust me, that won't last!

Additionally, you start off with **1 Power**, **1 Spotlight**, and **1 Cash**.

GRIT & CONDITIONS

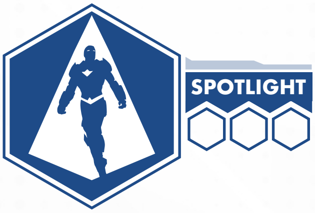
Your Grit represents your ability to shake off wounds and stress. It's what allows you to keep standing back up after every failure.

On your Hero Sheet, you'll find 12 empty boxes that represent your Grit. Whenever you lose some Grit, you must fill in some of those boxes.

Then there's the You Look section of your Hero Sheet, which allows you to keep track of Conditions, which are the consequences of bad injuries, exhaustion, and other situations.

We will discuss Grit and Conditions in depth in **Section 4: FACE DANGER**

POWER & SPOTLIGHT



They say that Power consumes those who don't have any, but you have it and know how to use it!

You begin the game with **1 Power (⚡)**, and can always spend it to gain +1 for a roll which you deem important, or use it to activate some of your Superpowers or Feats.

Spotlights are an even more precious resource, that allow you to get everyone's attention by accomplishing feats worthy of a character in a superhero movie. You begin the game with **1 Spotlight**, and can spend it to gain a success without rolling dice in many circumstances, to remove a Condition, or to save one of your friends when they're about to meet their bitter end.

We'll go into depth about Power and Spotlights later, in **Section 3: SUPERPOWERS & FEATS**.

CASH

You begin the game with 1 Cash ($), an abstract unit of money that represents your buying power. You can spend Cash to buy gear or services, or to bribe people.

Some Roles and Tropes also allow you to choose the **Unlimited Funds** Feat, which grants you a lot of extra Cash from the very first Session.

To learn more about Cash and how it works, go to **Section 6: WEAPONS & GEAR**.

STARTING GEAR

When creating your Hero, you are free to buy weapons, gear, and rides for a total value of 4 Cash ($).

Do you have nothing you want to buy? For every 2$ you save during this phase, you gain 1$ that goes straight onto your Sheet.

Alternatively, if you are a truly penniless Hero, you can even choose to give up all of the money, in order to start the game with an extra 1 Power (⚡).

Additionally, you can mark on your sheet up to 3 everyday items that aren't considered weapons or gear, but are still useful or important for you. For example, a pendant, a mobile phone, or a small mirror.

Finally, you can talk with the Director and ask them for some extra gear relevant to your job or background. For example, if you are a police officer, you could have a badge and gun for free, so you can dramatically hand them back to your captain when you resign.

To learn more about weapons, gear, and rides, go to **Section 6: WEAPONS & GEAR**.

GADGETS AND SUPER-RIDES

The most exclusive and cutting-edge pieces of gear, like super-suits, weapon that fly back to you, flying motorbikes, indestructible shields, or utility belts full of items can't be bought with simple cash.

To gain access to these extraordinary accessories, you'll have to choose the Gadget or Super-Ride Feat.

Still, everyone deserves a colorful pair of tights. You can have those for free!

SECTION TWO

SUPERPOWERS & FEATS

WITH GREAT POWERS...

While the fine people of the city get stuck in morning traffic, you swing from one skyscraper to the next at full speed, drawing their eyes up to the hopeful sky.

When a fire threatens to burn down the city park, you ride in on a friendly wave and lead everyone to safety. And if the Universe is on the brink of disaster, you find the strength to make the ultimate sacrifice.

Because this is what your life is made of: superpowers and superproblems.

In this section, you will learn everything you need to know about:

- **Superpowers:** A Superpower is a set of extraordinary abilities that allow you to face dangerous missions, overwhelm your opponents, and access some truly incredible **special actions**.

- **Power & Spotlights:** On your mission, you can always rely on these two crucial resources. You can use Power to gain +1 to rolls and to activate your special actions. And with a Spotlight, you can even gain an automatic success when things get really dire.

- **Feats:** A Feat is a descriptor that grants you access to a specific ability or skill, and in some cases unlocks new special actions.

BASIC PACKAGE

Heroes are stronger and faster than normal people.

This basic package of powers is shared by all Heroes, which is why it isn't even considered a Feat and doesn't need to be marked on the Hero Sheet, but it varies depending on the **Power Tier**.

To learn more about Power Tiers for Heroes, go to **Section 7: WHAT HEROES DO**.

SUPERHEROES & SIMPLE HUMANS

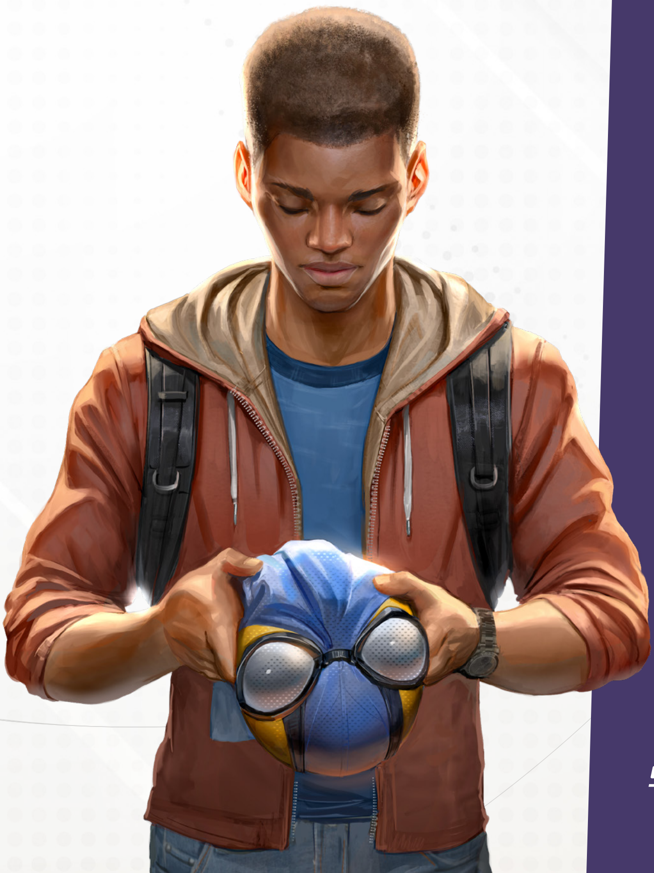
As a general rule, all Heroes in ***SUPERHEROES*** are exceptional individuals gifted with exceptional superpowers.

However, if you want to join the action as a **truly** human Hero, one of those people who get winded and start panting while someone sprints by on their left, you can choose the **Simple Human Origin.**

As a Simple Human, you can give up the Superpower granted by your Role, gaining the **Specialty** Superpower instead, which allows you to pick one Feat of your choice, for example a nice Gadget!

When playing as a Simple Human, Power becomes a representation of your incredible inner strength, and when you become Powerless, it means you suddenly realized that you are only human, after all, and you are at your limit.

Finally, if you want to play as a mortal who can transform to gain great powers, you can always pick up the **Transformation** Feat for free and go on to lead your merry double life.



YOUR WEAKNESS

Not all Heroes have a weakness, but you could be one of them.

When filling out your Hero Sheet you can choose to add the Only Weakness Feat for free, in addition to your other Feats.

But be careful. If the Villain finds out about your weakness, life could get hard for you!

SUPERPOWER

All Heroes can rely on an incredible Superpower tied to their Role.

For example, all Champions can rely on the Enhanced Body Superpower, while all Armored Heroes have their suit of Hyper-technological Armor.

Your Superpower grants you some **extraordinary skills** you can always rely on, at least until you get the **Powerless** condition.

Some Superpowers also grant you **super weapons**, like kinetic or energy beams. Super-weapons have Gear Feats, which you can find described in detail in **Section 6: WEAPONS & GEAR**.

You can unlock new Superpowers when **Advancing** by choosing the **New Powers** Feat.

SPECIAL ACTIONS

Some Superpowers allow you to spend **Power (⚡)** to take **special actions**.

Most special actions are instantaneous, while others require a Quick Action or a Full Turn in order to be activated.

Remember that, while in combat, you can take a free Quick Action either before or after rolling the dice. If you use your Full Turn to activate a special action, on the other hand, you cannot take other actions or make an Action Roll.

NARRATIVE SUPERPOWER

When a Hero uses a Superpower to give some color to their actions, without really seeking mechanical results in terms of the game, then you can bend the rules a little.

You know, if someone tries to use their powers in a playful or narrative way, there's no need to spend Power, roll the dice, or keep track of Turns!

UNUSUAL ROLES AND SUPERPOWERS

As a general rule, each Role is tied to a set Superpower. However, you are always free to discuss with the Director the option of choosing an unusual Superpower for your Role.

Would you like to play a Champion with Elemental Control? Why not. I know a hammer that would fit you to a T.

Feel free to branch out and find the best combination for your needs!

ARCANE POWERS

You have phenomenal magical powers.

You start the game with 2 Power instead of 1, but when you go down to 0 Power, you feel out of energy and cannot use your arcane powers.

You can use your magic to summon small everyday objects, for example: a pan, a rose, or a fountain pen. Additionally, you can create illusions, and telekinetically move objects that are not anchored to the ground as if you had two invisible, flying hands.

When using these arcane powers to take complex or tiring actions, you need to make an Action Roll in **Smooth+Leadership** with difficulty set by the Director. You can always rely on a Free Re-roll for such rolls.

In most situations, using your arcane powers to do something small and simple, like summoning clothing or stirring a pot, does not require a roll of the dice.

On the other hand, especially complex or dangerous spells, could require you to spend some **Power** if the Director deems it necessary. See **Show Off your Superpower**, in the Power & Spotlight chapter of this section.

You gain one super-weapon of your choice between **Magical Weapon** and **Arcane Missile**. You are free to choose the color and shape of the weapon, which is always made of pure light and can be summoned or dismissed at will.

Arcane Missile	Energy Weapon
Magical Weapon	Melee Weapon. Perfect

Astral Projection ⚡: [Full Turn] You can spend 1 Power to create a projection of your body made of light. The projection can float, turn invisible, go through solid surfaces, see, hear, and speak, but it cannot interact with physical objects. While projecting your astral form, your physical body must remain still. The projection dissolves when you lose focus, when you are struck, or when you get wounded.

BATTLEBORN

Choose one type of weapon among bows, guns, or melee weapons.

Gain a Free Re-roll to use, repair, evaluate, or handle your chosen type of weapon.

Additionally, you can always rely on one of the following benefits:

- **Guns:** You gain 2 Guns and 6 Mags for free.
  Once per Turn, you can reload a gun without using an action. When you shoot with two guns at the same time, you gain +1.
- **Bows:** You gain one Bow and 24 arrows for free.
  You gain +1 to all rolls to shoot arrows. If you spend a Turn taking aim, you gain an additional +1 to your next roll to shoot arrows.
- **Melee Weapons:** Chose one Melee Weapon (**for example:** staff, katana, knives). You gain one weapon or a pair of weapons of your chosen type for free. They have the **Perfect** Feat.
  You gain +1 to fight with your chosen weapon. When wielding a pair of melee weapons of the same type, you gain +1 to dodge projectiles.

DARK PRESENCE

You are little more than a shadow in the alleys of your city. Quiet as a cat, and just as elusive.

You gain a Free Re-roll to all rolls in Crime, as well as +1 to all rolls made to ambush people or strike unaware Enemies.

Vanish ⚡: [Quick Action] You can spend 1 Power to hide, get away from a thorny situation, break free from a grapple, or reach either Partial or Total Cover.

On the same Turn, you can spend 1 Power to “reappear” in a nearby position that you can see.

ELEMENTAL CONTROL

Choose which element you can control:

- **Water:** Pushes things, puts out fires, breaks barriers.
- **Electricity:** Destroys obstacles, overloads technological devices.
- **Fire:** Burns wood and fabric, scares people, keeps away enemies.
- **Ice:** Freezes, makes surfaces slippery, creates barriers.
- **Storm:** Controls the weather and generates lightning.
- **Earth:** Builds platforms and barriers.
- **Wind:** Pushes away objects and people, blows out flames.

When using this element to take complex or tiring actions, you need to make an Action Roll with difficulty set by the Director.

In most situations, using an element to do something small and simple, like lighting a candle or creating an ice flower, does not require a roll of the dice.

On the other hand, taking especially grand or extraordinary actions, like raising an ice wall or calling a tropical storm, could require you to spend some **Power** if the Director deems it necessary. See **Show Off your Superpower**, in the Power & Spotlight chapter of this section.

So long as you are not Powerless, you are immune to damage from your element.

Additionally, you gain the **Elemental Ray** super-weapon.

Elemental Ray Energy Weapon

Elemental Form ⚡: [Quick Action] You can spend 1⚡ to cover yourself in your element, and to take on an elemental form. Until the end of combat or of the Scene, you can fly as if you had the **Flight** Feat and gain a Free Re-roll to use both your element and your Elemental Ray.

ENHANCED BODY

You are in more than perfect physical shape.

You gain a Free Re-roll to all rolls in Brawn, and automatically gain the **Trained Fighter** Feat.

I can do this all day: Once per Scene, when you lose more than 3 Grit at once, you gain 1 Power. You don't need to spend ⚡ to use this special action.

FORCE CONTROL

Choose which force you can perceive and control:

- **Cosmic Force:** The cosmic force is an invisible energy that surrounds everything around you. You can use this force to create flying platforms that can hold the weight of a human, to telekinetically move small items, or to open doors that you cannot touch.
  Additionally, you can use this invisible force to create small shields as a Quick Action. The shields grant you protection like Partial Cover.

- **Electromagnetic Force:** You can telekinetically control all ferromagnetic metals, like iron and steel.
  When using this force to take complex or tiring actions, you need to make an Action Roll in **Focus+Cool** with difficulty set by the Director. You can always rely on a Free Re-roll for such rolls.

In most situations, using a force to do something small and simple, like moving a fork or opening a window, does not require a roll of the dice.

On the other hand, moving especially heavy objects or large structures, or things that are safely anchored to the ground, could require you to spend some **Power** if the Director deems it necessary. See **Show Off your Superpower**, in the Power & Spotlight chapter of this section.

ALIEN PARASITE

Some Heroes owe their powers to an alien parasite or to a symbiote of some kind. To bring one of these Heroes to the scene, you can choose the Incredible Strength Superpower and the Transformation Feat.

Alternatively, if the parasite is a biomechanical organism complete with cutting-edge weapons, you can choose the Hyper-technological Armor Superpower and the Personal A.I. Feat.

When you start saying things like “We’re not hungry”, you’re on the right track!

HYPER-TECHNOLOGICAL ARMOR

You have a suit of hyper-technological armor that you can wear to reinforce your body and turn into a war-machine.

Putting on this set of armor requires a full turn. While wearing the armor, your Brawn score is always 3 and you can ignore all penalties from the Hurt Condition.

The armor allows you to fly as if you could rely on the **Flight** Feat, and to breathe underwater as well as in outer space.

Additionally, the armor is outfitted with the **Energy Beam** super-weapon, which is incorporated in the hands or on the chest plate.

Energy Beam	Energy Weapon. Maximum Power

You can spend Cash to buy additional weapons, like a submachine gun, swords, or a missile launcher, and add them to your suit of armor.

You gain a Free Re-roll to shoot the Energy Beam and any ranged weapon added to your armor.

Recall ⚡: **[Quick Action]** When in the open or near your suit of hyper-technological armor, you can spend 1⚡ to make it fly onto your body.

INCREDIBLE STRENGTH

You are as tall as two people, and just as wide. Your body is a pile of muscles, and your skin is as thick as stone and as hard as steel.

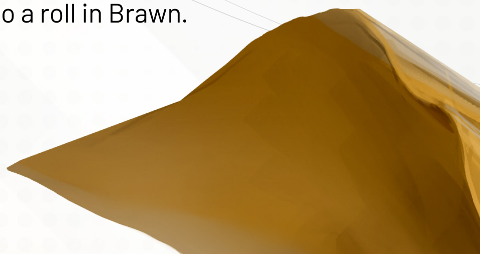
You gain +1 to all Force and Endure Rolls and can ignore all penalties and Conditions imposing -1 to rolls in Brawn, so long as you are not **Powerless**.

Additionally, your big stature and bulk allow you to always rely on a **Help** when rolling to crash, lift, throw, or break things. For the same reason, you also always suffer a **Hindrance** when trying to go unnoticed or to squeeze in narrow spaces.

If your Superpower is always active, you gain the **Monster** Feat.

And if your Superpower is the consequence of a reversible transformation, you gain the **Transformation** Feat.

Smash! ⚡: Destroy an object or ride, or gain +2 to a roll in Brawn.



INVINCIBLE

You are practically a perfect being, with powers that are extraordinary even by superhero standards.

You gain a Free Re-roll to all rolls in Brawn, and also gain the Feats **Flight**, **Energy Manipulation**, **Bulletproof**, and **Only Weakness**.

When filling in your Hero Sheet, you gain 6 extra Skill Points to assign freely (these are in addition to the 2 all Heroes get, bringing your total to 8 free Skill Points).

You can gain this Superpower only by choosing **the Marvel** as your Role.

KINETIC ENERGY

You can focus a great amount of kinetic energy through a single part of your body, like your eyes or the center of your chest, in order to later release it as a beam of devastating light to blast away your enemies.

You gain the **Kinetic Ray** super-weapon. You gain +1 and a Free Re-roll to shoot with your Kinetic Ray.

Kinetic Ray	Energy Weapon. Maximum Power. Impact

Explosive Force ϟ: You gain +1 to rolls made to attack with your Kinetic Ray, and your Kinetic Ray temporarily gains the **Explosive** Feat.

MIND POWERS

You have incredible mental powers.

You can communicate telepathically with other people, even if you do not speak the same language, you can telekinetically move objects and create mental illusions.

When using these mental powers to take complex or tiring actions, you need to make an Action Roll in **Focus+Endure** with difficulty set by the Director. You can always rely on a Free Re-roll for such rolls.

Additionally, you can try to read someone's thoughts or to locate someone you know with a roll in **Focus+Detect**.

In most situations, using your mental powers to do something small and simple, like lifting a book or finding your flatmate at home, does not require a roll of the dice.

On the other hand, moving especially heavy objects or large structures, or forcing an opponent to cooperate, could require you to spend some **Power** if the Director deems it necessary.

Whisper ϟ: **[Quick Action]** You can spend 1 Power to persuade a non-hostile individual, or to confuse an Enemy and grant +1 to one of your allies during combat.

NATURAL PREDATOR

You are a wild creature, and share some features of a wild animal's appearance or behavior.

You gain a Free Re-roll to all Awareness rolls and to rolls made to follow tracks.

You gain the **Claws** super-weapon, and can extract or retract them at will.

Claws	Melee Weapon. Sharp. Allows you to attack with +1

Choose one Feat to gain between **Acrobat**, **Wall-Climber,** or **Bulletproof**.

ONE OF A KIND

There are no other heroes like you. Your powers are so diverse and unique that you can't be fully represented by a single category, but we like you like that!

You can choose 1 Superpower and 1 Feat (or 2 Feats) from all those available.

You can NOT choose the **Invincible** Superpower, unless it is absolutely crucial to the flow of the story, and all other Players agree.

When filling in your Hero Sheet, you also gain 2 extra Skill Points to assign freely (these are in addition to the 2 all Heroes get, bringing your total to 4 free Skill Points). **You can gain this Superpower only by choosing the Prodigy as your Role.**

SHAPESHIFT

Choose which type of shapeshifter you are:

- **Humanoid Shapeshifter:** You can turn into any other humanoid, changing your appearance and voice completely. Your new form does not alter your base Skills, but it can be a Help or a Hindrance depending on the circumstances.
  The transformation requires a Full Turn.
- **Animal Shapeshifter:** You can turn into an animal of any kind. Your animal form does not alter your base Skills, but it can be a Help or a Hindrance depending on the circumstances.
  The transformation requires a Full Turn.
- **Elastic Shapeshifter:** You can change the shape of your body, stretching and shrinking like rubber.
  You gain a Help to all rolls made to squeeze into narrow spaces, to catch or trap other people, or to dodge bullets. You can also take one additional Quick Action every Turn.
  You can spend a Full Turn to inflate or stretch your body and significantly increase your size.

Regardless of your shapeshifter type, you also gain the Quick-Change special action.

Quick-Change ⚡: **[Quick Action]** Transform quickly, without spending a Full Turn.

SPECIALTY

You may not have great powers like your friends, but you still have a specialty that makes you essential to the team.

Choose one extra Feat of any kind from the list of Feats. That is your Superpower.

You begin the game with 2 Spotlights, instead of 1.

Underdog ⚡: Repeat one roll of any kind. For this roll, you ignore all penalties imposed by Conditions other than Powerless.

SUPER-SPEED

Are you faster than light? No. But you're very, very fast!

You gain a Free Re-roll to run, and +2 to all rolls made to chase after someone, run away, or catch something before other people do.

You can also take one additional Quick Action every Turn.

Be Right Back: **[Full Turn]** You can spend the Turn to reach a spot you can run to, retrieve or drop something, and then come back.

You don't need to spend ⚡ to use this special action.

In a Flash! ⚡: **[Quick Action]** Once per Turn, if you are free from obstacles and able to move, you can spend 1 Power to take one of the following actions:

- Run to any one place you know of to take or leave an object or person there
- Abandon combat and get out of range of the Enemy
- Change clothes or put on your super-suit
- Succeed in a Reaction Roll ☠ without rolling the dice
- Do a second Action Roll with -1 and without any Free Re-roll

TELEPORTATION

You can teleport at will to any place you can see.

When you're not in danger, you can focus for one Full Turn to teleport to any other place on the planet you are familiar with or that you have visited before.

Using your Superpower to teleport somewhere that is too far away could require you to spend Power, if the Director deems it necessary. See **Show Off your Superpower**, in the Power & Spotlight chapter of this section.

You gain a Free Re-roll to all Reaction Rolls in combat, so long as you are not taken by surprise.

Round Trip ⚡: **[Quick Action]** You can spend 1 Power to teleport to a place you know and can see, grab something, and come back right away.

Group Teleport ⚡: You can spend 1 Power to teleport yourself and 1 other person.

POWER & SPOTLIGHT

Every Hero worthy of the name can rely on two precious resources to help them survive even the most desperate of situations: Power and Spotlights.

Power is a resource that is gained and spent **very often**, and it is what allows you to activate certain special actions.

Spotlights are a **rare** and precious resource, something that can allow you to gain an automatic success, or to break the rules of the game.

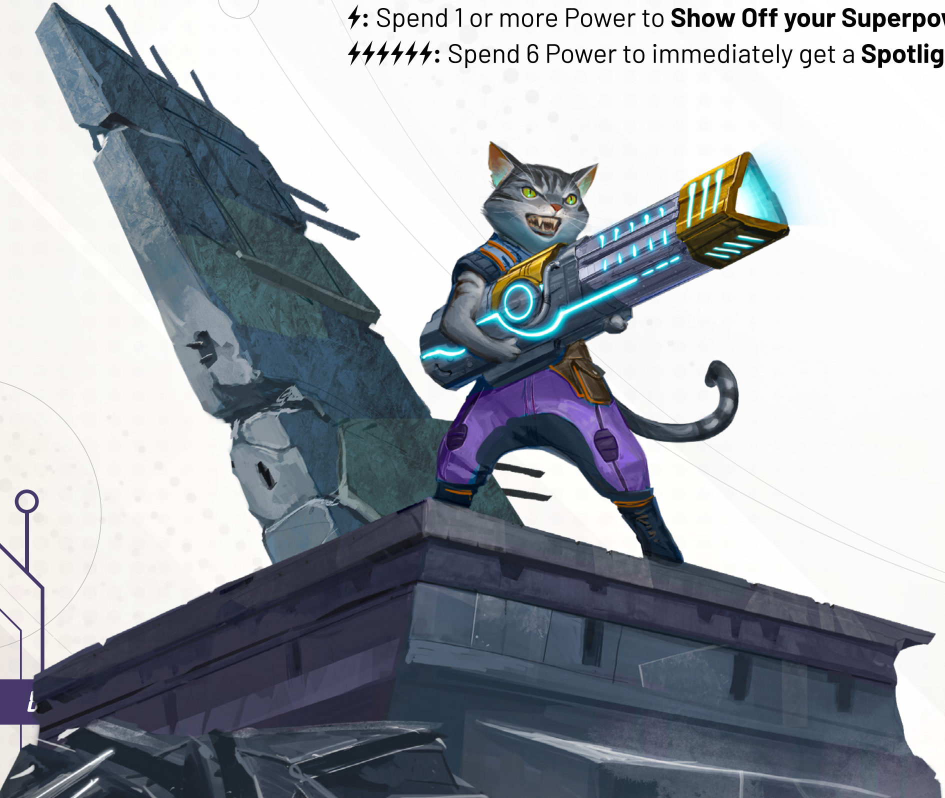
POWER

Power (⚡) is one of the most important resources of a Hero, it represents your inner strength, your ability to draw on your superpowers to face adversity.

Power allows you to increase your chances of success when you need it most, to activate your biggest Feats, and to take certain special actions.

You can have up to 6 Power at the same time, which you can spend to get one of several bonuses:

⚡: Spend 1 Power to **gain +1** to a roll
⚡: Spend 1 Power to **activate a special action that requires it**
⚡: Spend 1 or more Power to **Show Off your Superpower**
⚡⚡⚡⚡⚡⚡: Spend 6 Power to immediately get a **Spotlight**



GAINING POWER

You automatically gain Power in 5 different circumstances:

- **When filling in your sheet** you gain 1 Power (or 2, if you have Arcane Powers)
- **When you fill the Power Box** on your Grit track, you gain 1 Power
- **At the beginning of a Time-Out**, you gain 1 Power
- **When you use the Recharge action** during a Time-Out, you gain 1 Power
- **When you make One Last Effort** in a time of need

Additionally, when you get a success against all odds, when you make a great sacrifice or when you're at the center of an epic and captivating scene, **the Director can reward you with 1 Power**.

WHEN TO GRANT POWER?

As a Director reward Heroes with 1 Power when:

- They get the success they needed against all odds
- They get a far greater success than they needed
- They have a bright or original idea
- They do something creative with their superpowers
- They make a great sacrifice
- They captivate people with their portrayal
- They're at the center of an epic scene
- Everyone cheers

Power is an important resource you should use **very often**. If you get to the end of a Session without giving a handful of Power, it means you're being too stingy!

ONE LAST EFFORT

If you are in desperate need of Power, you can decide to make **One Last Effort** to gain 1 Power to be used **immediately**. You can make One Last Effort only when you have 0 Power, or when you do not have the resources you need to Show Off your Superpower.

After making One Last Effort, you suffer the **Exhausted** Condition. If you make One Last Effort to activate an ability that lasts until the end of the Scene, you can act for 3 Turns before becoming Exhausted.

LOSING POWER

As a consequence of a terrible failure, or due to the Special Actions of some Enemies, the Director can determine that a Hero loses 1 Power.

SHOWING OFF YOUR SUPERPOWER

Your Superpower allows you to do incredible things. For example, **Force Control** allows you to control electromagnetic fields, and **Arcane Powers** allow you to cast spells. However, even these extraordinary Superpowers still have their limits.

When you want to unleash your Superpower in extreme ways, for example to lift a whole stadium in the air, or to temporarily drag your enemies into a parallel dimension where they can't harm innocent bystanders, then you can try to **Show Off your Superpower.**

HOW DOES THIS WORK?

When you Show Off your Superpower, you need to describe to the Director how you want to use your Superpower and what you wish to gain from it.

The Director is tasked with setting an amount of Power you need to spend in order to accomplish this desperate feat (usually between 1 and 3), and if you need to roll the dice to determine the outcome of your actions.

Basically, Showing Off your Superpower means taking a special action that is not included in your standard abilities, something you come up with on the spot and that requires you to spend an amount of Power set by the Director.

EXPANDING POWERS

During a Time-Out, you can spend the time at your disposal to expand your powers, and surpass your limits to achieve even greater and more extraordinary results.

For example, a Psychic can try to unleash their powers to locate someone with the force of their mind, while a Sorcerer can attempt a complex and unpredictable ritual.

To learn more about expanding powers, go to the Time-Out chapter in Section 7: WHAT HEROES DO.

THE PRICE TO PAY

When setting the Power cost of a specific action, you need to think about more than the action itself, and also consider the impact it has on the story.

If you're in doubt, here is some guidance:

⚡: When a Hero uses their Superpower on a single person or on an item no bigger than themselves. Or when the use of the Superpower does not have a great impact on the plot and is not instrumental to the outcome of a fight.

⚡⚡: When a Hero uses their Superpower on a few people or on a moderately large object, like a wall or a car. Or when the use of the Superpower can make a difference in the outcome of the Scene, or is extended over several Turns.

⚡⚡⚡: When a Hero uses their Superpower on a large group of people or on a massive structure, like a building or a ship. Or when the use of the Superpower has a serious impact on the plot, or can turn the tides of a serious battle.

Always remember that **each attempt to Show Off your Superpower is a unique and separate case**. If a Hero takes the same action in different circumstances, the cost and result will not necessarily be the same. Superpowers are unpredictable like that!

FAILURE

In addition to setting a cost, the Director must also determine whether or not the Hero needs to roll the dice to resolve the action. As a general rule, a Hero who Shows Off their Superpower must roll the dice only if there's a risk that their actions will unleash unexpected or interesting consequences.

If a Hero who Shows Off their Superpower rolls the dice and fails, it means they lost control of the situation. The Director can say that the Hero's action fails and they simply lose 1⚡, or that the action does succeed, but the effort leaves the Hero spent and Powerless for several Turns. Alternatively, the Hero could reach their desired outcome, but also cause dangerous and unexpected consequences.

SPOTLIGHT

A moment comes in the life of every Hero, when they must do something truly unique, sensational, or just flat-out cool. Those are the moments when you can call on your new best friend: the Spotlight.

The Spotlight is an extremely precious resource that allows you to become the center of attention and surprise everyone with your actions, with no need for rolling dice or taking chances.

Basically, when you really want to do something, no ifs, ands, or buts, and you won't take "no" for an answer, you can choose to play a Spotlight and bask in everyone's attention.

You can have up to 3 Spotlights at the same time, and can spend one to:

- **Get an Extreme Success** automatically, instead of rolling the dice.
- **Save a Friend** who is about to be Left for Dead.
- **Remove a Condition** of any kind from yourself, except Powerless.
- **Show Off your Superpower** without spending any Power.
- **Save a Ride** when it's about to be destroyed.
- **Do whatever you want**. If you want to do something that you normally couldn't, discuss it with the Director. If you both agree, the Spotlight makes everything possible!

FLIP A COIN

After using a Spotlight and gaining its benefits, flip a coin.

If the result is tails, you immediately regain a Spotlight, as if you had never spent it. Not too shabby!

If the result is heads, no biggie. The Spotlight still does its job, but it's consumed.

The only exception to this rule is when you save someone's life. Then, if the result is tails, they gain 1 Spotlight. It's now their turn to make a difference. To learn more about how to save a friend, you can read the chapter **End of a Hero** in **Section 4: FACE DANGER**.

GAINING A SPOTLIGHT

Every Hero begins the game with 1 Spotlight.

The Director can grant you a Spotlight to reward unbelievably moving or compelling actions, truly brilliant expedients, or out-of-the-box thinking.

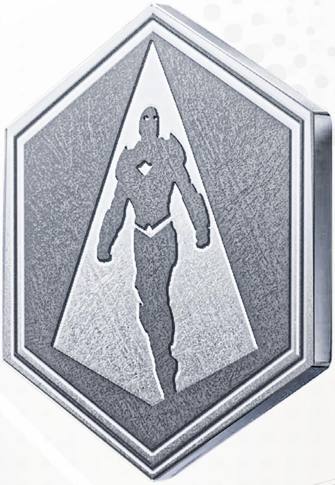
Additionally, when you collect 6 Power, you can choose to exchange them for a Spotlight.

WHEN TO GRANT A SPOTLIGHT?

As a Director, reward Heroes with a Spotlight when:

- They call on their Catchphrase in epic or dramatic circumstances, or when they do something cool in the name of their ideals.
- They call their own Flaw into play in an interesting way, against their own interest and in spite of the consequences.
- Their actions subvert the plot, or create an interesting or thrilling hook for all other Heroes in play.

As a general rule, whenever 1 Power would be too small of a reward, you should consider giving out a Spotlight!



SECRET IDENTITY AT RISK

Whenever you spend Power or a Spotlight, even just to gain +1 to an Action Roll, you are revealing abilities and skills outside of the reach for normal humans, which means you are putting yourself at risk of unwanted attention.

If your Hero has a secret identity, always remember that using special resources while not wearing a costume could reveal your identity to the whole World. Don't say I didn't warn you!

FEATS

Feats are special talents that represent your strong suits and most extraordinary abilities.

When creating your Hero, you can choose 2 Feats from the list offered by your **Role** and 1 from the list for your **Trope**. Additionally, some **Superpowers** grant you additional Feats for free.

When **Advancing** during your mission, you will unlock new Feats and get a chance to choose freely from all available Feats, regardless of your Role and Trope.

There are 45 Feats:

Acrobat
Barrier
Bulletproof
Bullseye
Cyborg
Detective
Energy Manipulation
Familiar
Flight
Foresight
Gadget
Giant Growth
Hacker
Hard to Kill
Heartbreaker
Immortality
Incorporeal
Invisible
Jump
Lord of the Seas
Mind Control
Monster
Multiple Hero
New Powers
Only Weakness
Personal A.I.
PhD
Pint-Sized
Power Absorption
Power-Mirror
Prep Time
Proven Driver
Regeneration
Shrinkage
Silver Tongue
Sonic Boom
Speak with Animals
Super Senses
Super-Ride
Team Leader
Trained Fighter
Transformation
Unlimited Funds
Unstoppable Force
Wall-Climber

FEATS TIED TO SUPERPOWERS

Most Feats are strictly tied to a Hero's Superpowers. For example, if you're a Psychic with the Foresight Feat, it's likely that your ability to predict what your opponent is going to do is tied to your Mind Powers.

On the other hand, there are Feats that are not strictly extraordinary in nature, like Unlimited Funds.

Before the game begins, you should determine with the Director which Feats are tied to your Superpower (and thus disabled when you become Powerless), and which are just you.

USING FEATS

Most Feats are always active, and they allow you to take actions that would otherwise be impossible. Others grant you a **Free Re-roll** when you act in a specific way, or when you use certain weapons or items. Free Re-rolls greatly increase your chances of success, as such, it's important that you pick your Feats carefully. To learn more about this, go to **Section 3: BASICS OF THE GAME**.

Like Superpowers, some Feats allow you to spend **Power (⚡)** to take **special actions**.

As usual, some special actions are instantaneous, while others require a Quick Action or a Full Turn in order to be activated.

LIST OF FEATS

ACROBAT

You are nimble and graceful enough to be a circus performer.
Gain a Free Re-roll to run, jump, balance, and perform feats of acrobatics.

BARRIER

You can summon or create impenetrable barriers.
You can use your strength or powers to stop incoming water or flames, to protect yourself or your group from the wind, or to contain a small explosion.

Indestructible Barrier ⚡: **[Full Turn]** You can spend 1 Power to summon or create a barrier that can give Total Cover to yourself and 4 other people. The barrier can withstand anything, and it lasts for as long as you remain still and focused.

BULLETPROOF

Your body is made of stone or metal, or your skin and bones are as tough as duramantium.
You are completely immune to damage from firearms (but not from energy weapons or explosive weapons).
During a shootout, a friend can use you as Partial Cover.

BULLSEYE

Every shot hits its mark.
Gain a Free Re-roll to hit a target with precision using a small object or ranged weapon.

CYBORG

Part of your body was replaced by a hyper-technological prosthesis, or you are a fully synthetic being.
Gain a Free Re-roll to all Fix rolls.
It takes a Fix roll instead of a Heal roll to remove the Hurt condition from you.

Solid Metal ⚡: You can spend 1 Power to repeat a failed Reaction Roll ☠.

DETECTIVE

The crime-scene speaks to you. Where others see chaos, you find clues.
Gain a Free Re-roll when looking for clues, following trails, or searching a room.

ENERGY MANIPULATION

You can use your powers to hone pure energy into a weapon.
You gain the Energy Blade and Energy Bolt super-weapons. An Energy Blade can represent any melee weapon made of pure energy.

Energy Blade	Melee Weapon. Perfect
Energy Bolt	Energy Weapon

You can choose this Feat twice. If you do, your Energy Bolt also gains the **Maximum Power** Feat.

FAMILIAR

You never leave your friend behind.
You have a small animal, magical creature, friendly robot, or another friendly familiar of some kind. Your familiar can take a small Quick Action during every Turn, and they always try to Help you however they can.
The familiar shares your Grit, and can never be Left for Dead.

FLIGHT

You can control gravity around you, or have a beautiful set of wings.
You can fly freely and are able to hover. In most cases, the skill used to fly fast or with agility is Stunt.

FORESIGHT

You already know what they're about to say.
Once per Session, you can predict the outcome of an action taken by yourself and a friend, and choose to alter it.
Once you learn the outcome of an action as described by the Director, you can choose whether to let your vision come true and keep playing, or to "rewind" and choose a different course of action, or to warn your friends.

Read your Opponent ⚡: When an Enemy uses a Special Action in combat, you can spend an amount of Power equal to the level of the action to stop them before it can go through.

GADGET

You have a weapon or object of hyper-technological, magical, or legendary origin.
Choose and get one Gadget of any kind from those included in **Section 6: WEAPONS & GEAR**.
You can choose this Feat more than once.

GIANT GROWTH

You can increase your size beyond measure, becoming an actual giant.
When you have the peace and quiet to do it, like during a Time-Out, you can become a giant to easily carry out otherwise difficult actions, like building a barricade, clearing out rubble, or raising a dam.

Giant Form ⚡: [Full Turn] You can spend 1 Power to quickly turn into a giant. While you are a giant, your Brawn score is always equal to 5, and every time you stand to lose Grit, you instead lose half that amount (rounded up).
However, due to your size, you become extremely slow and heavy and automatically fail all rolls in Crime. Additionally, you can only act once every other Turn, but still need to make all Reaction Turns as usual.
For example, in combat you make your Action Turn, then a Reaction Turn, then you skip one Action Turn, then make another Reaction Turn, and only then can you make another Action Turn, and so on.

You return to your normal size when you run out of Grit, become Broken or Powerless, when you reach the end of the Scene, or whenever you choose to. In any case, when you drop your Giant form, you become Tired. If you are already Tired, you become Broken.

HACKER

No firewall can stop you.
Gain a Free Re-roll for all rolls about computers, to hack a system or to bypass IT security measures.

HARD TO KILL

It doesn't matter what they throw at you. You keep standing back up.

When you fill in your Bad Box, you gain 1 Power and +1 to your next roll.

HEARTBREAKER

Nobody can resist your damned smile.

Gain a Free Re-roll when seducing or making a good impression on others.

IMMORTALITY

You are practically immortal.

When you are Left for Dead, you fall into a state of apparent death. Once per Turn, you can flip a coin. If the result is Tails, you come back to life, ready for action.

When you revive, you recover 1 Grit and can brush off one Condition of your choice.

If you are cut to pieces or buried, it will take you two days to get yourself back together or regenerate from your head.

FREE FEATS

At character creation, you can usually only pick from a small number of Feats tied to your Role and Trope. This allows you to fill in the Hero Sheet in just a few minutes and acts as a recommendation for green players.

However, if you are familiar with Outgunned or have a clear idea for an unconventional character, you can ask the Director to swap 1 or 2 Feats from your lists with others of your choice.

INCORPOREAL

Walls, doors, safes, nothing can keep you out.

You can use one Full Turn to move through a wall, a floor, or another solid surface as if it was made out of air.

Phase Shift ⚡: You can spend 1 Power to instantly become incorporeal, for example when you're running or falling, without using up your Turn. Alternatively, you can dodge one melee attack without rolling the dice.

INVISIBLE

Now I see you. Now I don't.

As a Quick Action, you can turn fully invisible, or return visible.
So long as you're invisible, you gain a Help for all rolls to avoid being located.
During combat, if you opt to not attack the Enemy during your Action Turn, you can cause them to lose track of you and skip the next Reaction Turn.
You stop being invisible when you lose 2 or more Grit in one hit, when you suffer a Condition of any kind, or when you choose to.

JUMP

You flex your muscles, and throw yourself on the enemy.

You can make extremely long or high jumps, and you never lose Grit when falling from a height.

Leap Attack ⚡: You can spend 1 Power to jump onto a distant or flying enemy, attacking them as if you were in melee. You gain +1 and a Free Re-roll for this attack.

LORD OF THE SEAS

You can do more than talk to fish... But yes, you talk to fish.

When you're in the water, you gain a Free Re-roll to all rolls, as well as a Help to swim, and you can breathe underwater just fine.
You can communicate with fish and other sea-dwelling creatures.

Call of the Sea ⚡: **[Quick Action]** You can spend 1 Power to call on one or several sea creatures to come to your side, and grant you Help however they can.

MIND CONTROL

You can control other people with the force of your mind or magic.
Gain a Free Re-roll to persuade someone to cooperate or help you.

Puppet ⚡: **[Full Turn]** You can spend 1 Power to take control of a supporting character and move them however you like. You can't ask the controlled person to do something that will harm them, either directly or indirectly.
You lose control of the puppet when you lose Grit, suffer a Condition, or lose focus.
To take control of an Enemy (or of an individual who belongs to a group of Enemies), you need to make an Action Roll with difficulty equal to the Enemy Defense.

MONSTER

People look at you with fear or suspicion.
Due to your appearance, it's clear that you are not a normal human, and this gives you a Hindrance whenever you speak or interact with people who don't know you.
At the same time, your appearance grants a Help to all rolls to intimidate.

MULTIPLE HERO

You can split or multiply into copies of yourself at will.
During a Time-Out, you can create copies of yourself to gain an extra action.

Multiplication ⚡: **[Full Turn]** You can make one roll in Smooth+Endure to multiply yourself. You create 1 copy of yourself for every Basic Success, 3 copies for every Critical Success, and 9 copies for every Extreme Success.
Each copy has limited strength and can only make a Quick Action during each Turn. Additionally, each copy of you counts as an additional point of Grit.
Every time you lose Grit, you can choose to sacrifice an equal number of copies instead and avoid the loss of Grit.

The copies dissolve after being hit, when they get too far away from you, when you dismiss them, when you suffer the Powerless Condition, or automatically at the end of the Scene.
When all your copies dissolve, you become Tired. If you are already Tired, you become Broken.

NEW POWERS

You have just gained or discovered a new power.

Gain a new Superpower of your choice, with the exception of Invincible or One of a Kind. You can choose this Feat only if it makes sense in the story, and if all Players agree to it.

ONLY WEAKNESS

If the enemy learns about your weakness, it's over for you.

You have a weakness. For example, your powers could be tied to an artifact that can be stolen, or there's a space crystal out there that can weaken you.

You are free to choose your weakness, or to leave it up to the Director to choose one for you.

When you're exposed to your weakness, you suffer the Powerless Condition.

You can choose this Feat only at character creation. If you do it, you gain another Feat of your choice. If you gained this Feat with the **Invincible** Superpower, you do NOT gain an extra Feat.

PERSONAL A.I.

You have a personal A.I. based inside your super suit, or in an accessory, perhaps included in your watch or in a pair of stylish glasses. Alternatively, you are a hyper-developed A.I.

You can access the A.I. database to ask questions on general knowledge, history, geography, and other topics.

Additionally, the A.I. allows you to track and get a lock on nearby enemies, and grants a Help when you need to quickly analyze the layout of a city or the plan for a building to find an escape route.

PHD

They don't just hand out degrees like yours.

Choose one field of study you specialize in (e.g. engineering, medicine...).

Gain a Free Re-roll for all rolls regarding your chosen degree.

PINT-SIZED

You're about half as tall as a human, possibly less.

Gain a Free Re-roll to all Stealth rolls or to dodge projectiles. Additionally, you gain a Help to all rolls made to squeeze into narrow spaces or go unnoticed.

POWER ABSORPTION

You can copy the powers of your friends or enemies.

If you so much as touch someone with superpowers, you run the risk of hurting them and giving them the **Powerless** Condition.

Stolen Power ⚡: **[Full Turn]** When you touch an ally with superpowers, you can steal their Superpower and all connected Feats until the end of the Scene. You get all stolen Superpowers, but your friend is temporarily **Powerless**.

You can use this power on an Enemy only if you manage to disable them completely for one Turn. If you succeed, the Director determines the extent of the powers you steal depending on the Enemy Feats.

POWER-MIRROR

You can copy the powers of your friends or enemies.

Thanks to your ability to copy other people's powers, you can use one of your actions during a Time-Out to help a friend who is trying to Show Off their Superpower.

Borrowed Power ⚡: [Quick Action] When you touch someone who has superpowers, you can spend 1 Power to immediately use one of their special actions, or to temporarily gain the benefits of their Superpower.

PREP TIME

No matter the situation, you always come prepared.

Once per Session, you can ask the Director for information about a location or person.

Prepared ⚡: Once per combat, after an Enemy revealed one of their Feats, you can spend 1 Power to pull out an accessory or strategy to counteract it. The Enemy loses that Feat until the end of the Scene.

PROVEN DRIVER

Engines are your passion. You're unrivaled at the wheel.

Choose one type of ride (i.e., cars, bikes, flying, etc.). Gain a Free Re-roll when driving, repairing, or evaluating rides of your chosen type.

REGENERATION

You have a regenerative factor that allows you to heal any wound easily.
Whenever you stand to lose 3 or more Grit due to an Enemy or another physical danger, you lose 1 less Grit.

Fast Recovery ⚡: **[Quick Action]** You can spend 1 Power to recover 3 Grit or heal from the Tired or Hurt Condition.

SHRINKAGE

You can shrink all the way down to the size of a tiny ant.
You can decrease your size at will, without sacrificing physical strength (and don't ask questions about weight, that's just too complicated!)
Shrinking requires a Full Turn. While you are shrunk, you gain a Help to all rolls made to squeeze into narrow spaces or go unnoticed.

Instant Miniaturization ⚡: You can spend 1 Power to shrink on the spot. This allows you to break free from any grapple or restraints, or to automatically succeed in a Reaction Roll ☠ during combat, or in another Reaction Roll ☠ the Director deems relevant.

Instant Enlargement ⚡: While shrunk, you can spend 1 Power to return to your original size on the spot. This allows you to attack an Enemy with +1 and with a Free Re-roll to boot.

SILVER TONGUE

Your words speak louder than actions. You can always talk your way out of trouble.
Gain a Free Re-roll for all rolls made to lie, to persuade others, to find a compromise, or to bargain.

SONIC BOOM

Your voice has a terrible destructive power.
With nothing but the power of your voice or the sonic waves you can emit, you can destroy objects and barriers. You gain the **Sonic Wave** super-weapon.

Sonic Wave	Energy Weapon. Impact

You can choose this Feat twice. If you do, your Sonic Wave also gains the **Maximum Power** Feat.

SPEAK WITH ANIMALS

You understand animals, and they understand you.
You can speak with animals of all kinds and species.

Call of the Wild ⚡: **[Quick Action]** You can spend 1 Power to call on the animals in the area, they will come to you and Help to the best of their ability.

SUPER SENSES

Nothing can elude your hyperdeveloped senses.
Gain a Free Re-roll for all Reaction Rolls in combat, and for all rolls made to sense danger, to prevent an ambush, or to spot lurking enemies.

Attention ⚡: You can spend 1 Power to repeat a failed Detect or Awareness Roll.

SUPER-RIDE

You can rely on a hyper-technological, magical, or alien ride at your beck and call.
You have a super-ride of your choice. For more information on super-rides, go to the Ride chapter in **Section 6: WEAPONS & GEAR**.
You gain a Free Re-roll to all rolls made to drive your super-ride.

Ride Recall ⚡: **[Quick Action]** You can spend 1 Power to recall or summon your super-ride, it will reach you or come as close as possible.

TEAM LEADER

Your comrades look to you to guide them and help them through the darkness.
Gain a Free Re-roll to inspire and coordinate others, and to all rolls made to remove the Like a Fool and Defeated Conditions.
When Heroes assemble, you can make a speech to your group to raise the starting Teamwork to 2.

TRAINED FIGHTER

You've been through your fair share of battles, but it's not time to rest yet.
Choose one fighting style or a melee weapon (for example: hand-to-hand combat, batons, or katana).
You gain a Free Re-roll for all Action and Reaction Rolls made with your chosen fighting style or weapon.

TRANSFORMATION

Your true powers only get revealed when you transform.

You have two forms, one is completely human, the other has incredible powers.

When you're in your human form, you can't access your Superpower or the Feats connected to it.

When you transform, you get access to all the Superpowers and Feats on your Hero Sheet, and you can also move one Attribute Point of your choice. For example, from Focus to Brawn.

The transformation requires a Full Turn.

Quick Shift ⚡: [Quick Action] You can spend 1 Power to transform with a Quick Action and recover all Grit.

UNLIMITED FUNDS

You're not just rich, you are filthy rich.

At character creation, you can spend 10$ on gear instead of 4, and then start the game with 5$.

Once per Session, you can leverage your vast assets to gain access to exclusive services, like a private jet, tickets to the most exclusive gala of the year, or to reserve a whole hotel, or buy a restaurant so you can skip the line.

UNSTOPPABLE FORCE

You can use the incredible strength of your muscles or a manifestation of your powers to strike the enemy where it truly hurts.

When you run or throw something at great speed, nothing can stop you.

Devastating Attack ⚡: [Quick Action] You can spend 1 Power to gain +1 to your next Action Roll during combat. If you hit the Enemy, they lose 1 extra Grit.

This special action can also be activated in combination with other special actions, like Smash! or Explosive Force.

WALL-CLIMBER

You move like a spider, walking on walls and ceilings.

You can climb and hang on any horizontal or vertical surface, and gain a Free Re-roll to all rolls made to climb.

SECTION THREE

BASICS OF THE GAME

ROLLING DICE

Dice are the source of all your strength and power, so if you really want to be a superhero, you better learn how to use them.

When playing ***SUPERHEROES***, you shouldn't roll dice at every turn. Dice rolls are reserved for situations where there's something **at stake**, you know what I mean? Fighting bad guys. Sneaking onto a military base. Stopping a moving train. Deceiving your enemies. Dodging bullets. Winning a dance-off. Jumping from a roof-top. These are the sort of things that require a good old dice roll.

If something can go wrong, roll the dice.

ACTION & REACTION

There are two types of rolls in this game:

Action Rolls: What you do is up to you. You're free to choose what Attribute and Skill to call into play, describe your action, and roll the dice.
Captain Storm: *I run toward the edge of the roof and try to jump onto the next skyscraper. I make an Action Roll in Brawn+Stunt.*

Reaction Rolls: The Director tells you what is happening and how to react. The Attribute and Skill you must use to deal with this situation is up to them.
Director: *Some undercover agents from SIREN are trying to tail you. Make a Reaction Roll in Crime+Awareness to spot them in the crowd.*

WHAT'S AT STAKE?

When facing a roll there is always something on the line. Having a clear image of what's at stake allows the Director to determine what the **consequences** of a success or failure should be.

Broadly speaking, a nice **success** always means you reached your goal. You've done it once again!

A **failure**, on the other hand, means things didn't really go as planned. On your feet, Hero, it's not over yet.

ATTRIBUTES AND SKILLS

When you're making a roll, you must always use one Attribute and one Skill. Although Skills are listed under the Attribute they are most often paired with, you can always use any Skill with any Attribute.

When shooting, you'll often roll Nerves+Shoot, and when throwing punches, you'll roll Brawn+Fight, but you can also use your imagination.

To hit an enemy after sneaking up behind them, you can roll Crime+Fight. To find a safe path while flying at full speed through the city, you can roll Nerves+Awareness. To make a good impression on someone with your sophisticated taste, you can roll Smooth+Know.

DICE POOL

After choosing an Attribute and a Skill, **add up the two scores**. The total is the number of dice you must roll. To play ***SUPERHEROES*** you can use the special Super Dice, made to allow you to spot successes easily, but you can also use common 6-sided dice.

Power, Conditions, and gear can all modify your chances of success. Add one die for each **+1** and remove one for each **-1**.

When you are acting under favorable circumstances or make smart choices, the Director can also reward you with +1 to your roll. Similarly, when you act recklessly or the circumstances are against you, the Director can slap you with a -1.

All things considered, you can never roll less than 2 or more than 9 dice.

WHAT COULD GO WRONG?

If you're ever in doubt about which Attribute or Skill to use for a roll, ask yourself "What could go wrong?".

When you have a clear idea of the consequences of your failure, it will be easier to think about a way to avoid them.

An enemy hurls a chunk of the building toward you. What can go wrong here?

Maybe there are bystanders who would be crushed if you dodged. Then you better roll Brawn+Endure and brace for impact.

ROLL DIFFICULTY

The higher the difficulty, the higher success you'll need to pass the roll. There are 4 levels of difficulty:

- **BASIC:** A quick and easy action or reaction. Like jumping over a wall, stealing the key-card of an agent, or facing some punks.
- **CRITICAL:** A full action or reaction. Like bursting through a wall, jumping out of a window, earning someone's trust.
- **EXTREME:** A truly demanding action or reaction. Like stopping a train, hitting a speeding target at night in the pouring rain, persuading a sworn enemy to cooperate.
- **IMPOSSIBLE:** A desperate action or reaction. Like holding together two halves of a ship that was cut in the middle, facing an army of lethal drones, or withstanding the power of the Eternity Shards. Stuff from movie trailers.

When you face a roll, the Director is tasked with setting the difficulty, but they are not required to disclose it before your roll.

Most rolls worthy of a Hero are **Critical rolls**. Usually, that should be the difficulty of your actions and reactions. Whenever in doubt, a Director can always use this as the difficulty of a roll.

Basic rolls are small fry challenges, while **Extreme rolls** are what you make in desperate situations.

Impossible rolls are awfully rare, and you clearly were asking for it!

POWER TIERS

There are 3 Power Tiers that can change the difficulty levels in the game: **Street**, **World**, and **Cosmic**.

To learn more about them, go to the **Power Tiers** chapter in **Section 7: WHAT HEROES DO**.

DOUBLE DIFFICULTY

When you're making an especially complex or dangerous roll, the Director can choose to set a double difficulty for it. This means that the roll will have difficulty equal to **2 Basic**, **2 Critical**, or **2 Extreme** (but never 2 Impossible. Jeez!)

When you face a roll with double difficulty, **you still roll the dice only once, but need 2 successes to prevail**. And in the event of a failure, you'll have to deal with 2 different consequences.

The only consolation is that, if you score at least one of the successes you need, you can avoid one of the consequences.

This rule is more commonly applied to Reaction Rolls to respond to multiple dangers (like several people shooting at you from all directions).

Some especially stubborn Enemies will also require rolls with double difficulty in order for you to hit them or to avoid their blows. We will talk more about this in **Section 5: ENEMIES AND SUPER-ENEMIES**.

The Director can also choose to set a double difficulty for Action or Reaction Rolls they deem taxing, or as a way to manage complex situations.

For example, quickly swinging between buildings while an enemy is shooting at you could require a roll with double difficulty. The same goes for attempting an extremely long jump, or for trying to swindle someone who is already on the defensive about you.

RULE OF THE DICE

You don't need to roll dice for everything you do, but once the dice are rolled, there is no going back.

If you try to lift a plane and score an Impossible Success, you've done it... don't ask me how!

As such, the Director must do more than simply set a difficulty for the roll. They must also and especially determine when and if you need to roll the dice.

SETTING THE DIFFICULTY

The Director is tasked with setting the difficulty for each roll by considering the circumstances.

In most cases, a roll should have Critical difficulty, so as to present a believable challenge for all Heroes. Whenever in doubt, a Director can always set the difficulty of the roll to Critical, without causing much trouble.

The Director should set a Basic difficulty for all rolls that concern really simple things but still hide a small chance for accidents. For example, when a group of several Heroes is trying to sneak in or climb over a wall, and there's a chance that one of them might make a wrong move.

When a Hero tries to do a simple action in a field outside of their expertise, the Director can also ask them to make a Basic roll as a way to put them to test. For example, when a Hero with a single point in Force tries to kick in a crumbling wall.

The same goes for 2 Basic rolls, which are only slightly harder than that.

Extreme difficulty is reserved for truly demanding rolls, where success is certainly not a given. The Director should be deliberate when choosing where they place Extreme rolls in order to avoid Heroes facing unsurmountable challenges.

2 Critical rolls are a happy medium between the Critical and Extreme difficulties. The Director can always rely on this double difficulty to give Heroes a reasonably hard time.

Finally, Impossible difficulty should only come into play when Heroes have gotten themselves in big trouble. Like when someone has decided to charge head-on toward an entire army of trained enemies. Nothing is impossible!

The Director can also choose to suspend their judgment on the difficulty of a roll, waiting to see what successes the Heroes score with their rolls. For example, let's say two Heroes are trying to sneak into an apartment. One of them scores a Basic Success, the other, a Critical Success.

The Director determines that the Hero who scored a Basic Success finds an old fire-escape ladder and must jump to it and climb, while the Hero who scored a Critical Success is lucky enough to notice that the back door is unlocked.

SUCCESS

You get a Success for each set of two or more dice that land on the same side. Two ✖ are worth just as much as two ☄, and three ★ as much as three 🧭. The symbol makes no difference.

There are 5 levels of success:

- **BASIC SUCCESS:** Two of a kind ☠☠
- **CRITICAL SUCCESS:** Three of a kind ☠☠☠
- **EXTREME SUCCESS:** Four of a kind ☠☠☠☠
- **IMPOSSIBLE SUCCESS:** Five of a kind ☠☠☠☠☠
- **JACKPOT!**: Six or more of a kind ☠☠☠☠☠☠

To pass a Basic roll, you need a Basic Success and to pass an Extreme roll, you need an Extreme Success. It's as simple as that.

> **Director:** To fly through the beams and bullets, you'll need a Critical Action Roll.
>
> **Hyper Knight:** I roll Nerves+Stunt, I have 5 dice. I rolled ☄🧭★★★ Critical Success!
>
> **Director:** You don't even flinch. You rush ahead, avoiding the enemy projectiles.

If you score a **higher success** than needed, the Director can grant you an even better outcome than you wanted, or give you an important advantage.

If you score a lower success, you can try to do something to mitigate (partially!) the consequences of your failure.

If you score **more successes** than needed, you can use them to take **Extra Actions.**

If you score a **Jackpot!** you become the Director for a Turn.

Enjoy a chance to freely describe how your sensational actions take care of the situation and lead you to success. It's your turn in the spotlight!

Remember, we are not playing poker here. A full house is nothing more than a Critical Success + a Basic Success. A straight is still a beautiful failure.

SUCCESS RATES

DICE	BASIC	CRITICAL		EXTREME		IMPOSSIBLE	
	ROLL	ROLL	RE-ROLL	ROLL	RE-ROLL	ROLL	RE-ROLL
2	17%	–	–	–	–	–	–
3	45%	3%	5%	–	–	–	–
4	72%	10%	21%	0.5%	1.5%	–	–
5	91%	21%	47%	2%	9%	0.1%	0.5%
6	99%	37%	75%	5%	26%	0.5%	3.5%
7	100%	54%	89%	11%	51%	1%	13%
8	100%	70%	99%	18%	75%	3%	32%
9	100%	84%	99%	28%	90%	5%	57%

THREE = ONE
ONE = THREE

3 smaller successes are worth as much as 1 greater success, and 1 greater success is worth as much as 3 smaller ones.

This means that you can combine 3 Basic Successes into 1 Critical Success, and 3 Critical Successes into 1 Extreme Success.

Conversely, you can spend 1 Critical Success like 3 Basic Successes, and 1 Extreme Success like 3 Critical Successes.

RE-ROLL

You can't always get it right on the first try. If, after rolling the dice, you have scored at least one Basic Success, you can **Re-roll**.

Re-rolling drastically increases your chances of success, so I suggest you do it **very often!**

When Re-rolling, you take all dice that weren't part of a combination and roll them again.

If, after a Re-roll, your result is better than the first, congratulations. Otherwise, you lose one of the previously scored successes. You choose which.

Your new roll is considered better than the first if you roll an additional success or if you transformed one of your successes into a greater success.

GOOD

You roll and score
S S ☠ 🧭 🛡

Re-roll ☠ 🧭 🛡 and score
S S S ☠ ☄
You got a better result!

BAD

You roll and score
S S ☠ 🧭 🛡
Re-roll ☠ 🧭 🛡 and score
S S ☠ ☄ ✕
You did not get a better result
and lose your only success.

FREE RE-ROLL

Some Superpowers and Feats allow you to make Free Re-rolls in specific circumstances, or when you take specific actions. For example, the **Super-Speed** Superpower grants you a Free Re-roll whenever you run. Similarly, the **Detective** Feat grants you a Free Re-roll when looking for clues or interrogating a suspect. A **Free Re-roll** takes the place of your normal Re-roll, but it's far better, because:

- When you make a Free Re-roll, **you never risk losing your initial success**. It doesn't matter if the Re-roll gets you a better or extra success or not.
- You can make a Free Re-roll **even if you didn't score any successes on your first roll**.

Basically, if you can make a Free Re-roll, you should just do it! There's no reason for you not to take the chance.

ALL IN

If after making a Re-roll or Free Re-roll you got a better result, you can still choose to go **All In**.

Once more, roll all dice that weren't part of a success, like you would for a normal Re-roll.

If you get a better result, Lady Luck has smiled upon you.

But if you do not get a better result, **you lose all previous successes**. It's called going all in for a reason.

> **GOOD**
>
> You re-rolled and scored
> ★ ★ ★ ☠ S
> You try going All In, re-roll ☠ S and score
> ★ ★ ★ 🧭 🧭
> You got an even better result. Nice one!

RECAP

After rolling the dice:

- Tally up any success scored.
- IF you scored at least a success, you can **Re-roll**.
- IF you have a **Free Re-roll**, you can Re-roll even when you did not score a success on your first roll.
- IF, after making a Re-roll or Free Re-roll, you got a better result, you can still choose to go **All In**.

RE-ROLL! RE-ROLL! RE-ROLL!

Re-rolling is NOT a dangerous option you should only resort to in desperate situations. Far from it!

Re-rolls are your friends, and they greatly increase your chances of success. A Hero worthy of the name should re-roll most of the times. A Hero never settles for a meager Basic Success on their first roll!

If, by the end of a session, you notice you haven't Re-rolled at least half of your rolls, you might be playing things too safe. Loosen up. Re-roll!

This is NOT true about going All In. All Ins are for desperate situations and should be used sparingly.

SCENE 1 - GAME EXAMPLE - SUCCESS & RE-ROLL

Director: *The mercenaries load up the crate on a large armored truck and drive away at top speed. When you get there, they are already gone.*

Captain Storm: *I put away my shield and start running "We can't let them get away!".*

Director: *The road is clear enough, and the truck can easily find a path through the cars. To reach it at this speed, you need a Critical Success.*

Hyper Knight: *"I've got this!" I activate the thrusters in my armor and fly at top speed toward the truck, trying to veer around the cars between us.*
I roll Nerves+Stunt with 5 dice, and get ★ ☠ ☠ 🧭 S. That's a Basic Success. Not enough, but at least I can Re-roll. I set aside ☠ ☠, and re-roll ★ 🧭 S, getting ☠ ☄ S. My final result is ☠ ☠ ☠ ☄ S: Critical Success!

Captain Storm: *Hyper Knight's words don't sound reassuring to me. I try to control my breathing and just keep running, dodging cars and passersby. I roll Brawn+Stunt, 6 dice total, and get ★ ☠ ☄ ☄ ☄ ✕. Critical Success!*

Director: *A little boy sitting in the back of a mini-van smears his nose on the window to look as Hyper Knight's scarlet armor zips by at full speed. Immediately after, Captain Storm runs past him. She may be on foot, but she is faster than many cars.*

Greystone: *The others start running ahead in a frenzy and I know perfectly well that my big volcanic-stone behind can't keep up with them. So I take a short run-up and jump toward the truck. I also roll Brawn+Stunt, with 5 dice.*
I score 💀 🧭 🧭 🔥 ✖.
Ok. At least I got a Basic Success and can Re-roll. I set aside 🧭 🧭*, and re-roll* 💀 🔥 ✖*, getting* 🛡 S ✖*. My final result is* 🛡 🧭 🧭 S ✖*. Nothing, I even lost my Basic Success.*

Director: *While Hyper Knight and Captain Storm flank the truck at top speed, Greystone overshoots his jump by a little bit. The stone colossus falls hard onto the armored ride, causing it to swerve left and right. The driver loses control of the truck and is forced to take a sharp turn, crashing through the gate of a public park.*
On top of the mercenaries, now you also need to worry about the safety of passersby.

Hyper Knight: *"Captain, can you please ask your stony friend to stop helping us?"*

HELP AND HINDRANCE

When you need to punch your way through a stone wall, your super-muscles can be of help, but if you're trying to hide in the crowd, a red and blue costume with cape will certainly be a hindrance.

Over the course of your mission, you will learn quickly that everything, even your friends and powers, can be a **Help** or a **Hindrance**, heavily influencing the result of your actions.

HELP

Some pieces of gear or supporting characters can grant you **Help** in specific circumstances. Your fellow Heroes can also forgo rolling the dice to spend their Turn trying to Help you face a difficult challenge.

When you can rely on the Help of something or someone, the Director can grant you one of the following benefits, depending on the scope of the help:

- **Gain +1** to an Action or Reaction Roll.
  Director: *Forcing this lock to open won't be easy. Fortunately, you always carry your favorite set of lockpicks. You gain +1 to your Dexterity roll.*

- **Gain a Success** automatically, without rolling the dice.
  Director: *Not everybody can lift a car with their bare hands, but thanks to the Help of your incredible strength, it's no problem for you. You don't even need to roll the dice.*

- **Gain the Requisite** to make a roll.
  Director: *Catching up with a bullet and diverting its trajectory is almost impossible, but thanks to the Help of your super-speed, you could succeed. You can make the roll.*

The Director should grant a **+1** to the roll, when a Hero can rely on significant but not decisive Help. When the Help is great enough to nullify the risks and possibilities of failure, then it's best to grant an **automatic success**.

Finally, when Help is instrumental to the action a Hero is attempting, the Director can **allow the Hero to make a roll** but grant no further bonus.

Whenever in doubt, when a Hero can rely on some Help, the Director should always grant a +1 to the roll and let the dice decide.

HINDRANCE

Bulky or inadequate gear, supporting characters who need your help or work against you, and unfavorable circumstances can all become **Hindrances** to your adventure.

When someone or something poses a Hindrance, the Director can levy one of the following drawbacks, depending on the circumstances:

◆ **Suffer -1** to an Action or Reaction Roll.
Director: *The child is frozen in fear, you'll have to carry him out. It's not his fault if he's being a Hindrance, but he still imposes -1 to your roll to get away.*

◆ **Get a Failure** automatically, without rolling the dice.
Director: *Your companions barely manage to crawl through the air duct. But unfortunately, you have the Incredible Strength Superpower. There's no way you can fit in there. I'm sorry, this is an automatic failure.*

◆ **You require a Help** in order to even attempt the roll.
Director: *You try to get the crowd to calm down, but the Monster Feat is a Hindrance to earning the trust of people. There's no way you can make this roll without the Help of someone they will listen to.*

The Director should impose **-1** to the roll when the Hindrance is minor, but still impossible to ignore. On the other hand, when the Hindrance is serious enough to preclude your success, it's fair for them to proclaim an **automatic failure**.

Finally, when the Hindrance makes an action only temporarily impossible, the Director can state that **the Hero needs some outside Help** or must get rid of the Hindrance before they can make the roll.

As above, in case of doubt, the Director can always impose -1 to the roll without worrying too much about it.

EXTRA ACTIONS

Whenever you score extra successes, you can spend them to take extra actions such as:

- **EXTRA BASIC SUCCESS:** **Quick Action.**
  Grab or throw an item, reload a weapon, reach Partial Cover, do something quick and easy.
- **EXTRA CRITICAL SUCCESS:** **Full Action.**
  Break through a door, get behind Total Cover, find a clue, do something that requires moderate effort.
- **EXTRA EXTREME SUCCESS:** **Cool Action.**
  Jump from the roof of a crumbling building, tackle your enemy mid-air, shoot a small, fast-moving target, do something unbelievably difficult.

Superpowers and Feats that require Quick or Full Actions can also be activated using extra successes.

If you passed a roll with flying colors and one of your friends has failed, you can use your extra successes to lend them a hand. For example, if you are both making a Critical roll to jump off of a building and you score 2 Critical Successes, you can use one to succeed on your roll and the other to grant a success to your friend.

If a Hero doesn't know how to use their Extra Actions, the Director can suggest relevant options, but anyway, there is no shame in leaving Extra Actions unused.

COVER

There are 2 kinds of cover: partial and total.

- **Partial Cover:** +1 to Reaction Rolls, -1 to Action Rolls.
  You can reach Partial Cover with a Quick Action. This means that, during your Action Turn, you can spend your free Quick Action to either reach or exit Partial Cover, before or after rolling the dice. Alternatively, you can spend any extra Basic Success to get an extra Quick Action.
  A low wall, an upturned table, a pillar.

- **Total Cover:** Automatic Success to Reaction Rolls, -3 to Action Rolls.
  You can get behind Total Cover by spending your whole Turn and forgoing your usual Action Roll. Alternatively, you can also spend any extra Critical Success to get an extra Full Action and quickly throw yourself behind Total Cover. Getting out of Total Cover requires a Quick Action.
  The corner of a building, a car, a barricade.

Always remember that you can also use Quick or Full Actions to push one of your friends behind Partial or Total Cover. You can even use a Cool Action (Extreme Success) to reach cover with another Hero.

FAILURE

You rolled your dice, made a Re-roll, and basically did everything you could, but still didn't manage to score the success you truly needed.

What's next? First of all, get back up: you can do this all day.

NO FAIL

In this game, **failure doesn't exist**.

Failure is simply a pot hole on a long road, a winding unpaved road that you must travel in order to reach your victorious goal.

The job of a good Director is to exploit failures to create moving, exciting, or exhilarating scenes, without stopping the flow of the plot or grinding the game to a halt.

When you fail, it simply means that things didn't go as planned. You'll have to work a bit harder in order to reach your objective, that's all.

You dodge the enemy attack, but break through a wall and find yourself standing in the middle of the police station. You get the agents to help you, but realize that they are all traitors working for the bad guys only when the elevator doors lock you in.

You see? Failing can still be very fun! The only defeat is when the game stops.

SMALLER SUCCESSES

When you score a smaller success than you needed to pass a roll, you can consult the Director and negotiate a way in which you mitigate the consequences of your failure, or do a small collateral action instead.

When you're facing a **Dangerous Roll**, you can also spend smaller successes to do **Damage Control**. We will talk more about this in **Section 4: FACE DANGER**.

4 WAYS TO FAIL WITH STYLE

You're a Director dealing with a failure? Here are 4 ways to have your Heroes fail with style:

Roll with the Punches: The Hero only gets a temporary or partial success, or they inadvertently set off unpleasant consequences that can either be immediately clear or come back to bite them later.

Director: *One way or another, you managed to re-start your suit of hyper-tech armor. Unfortunately, you don't have time to run the diagnostics. You just have to cross your fingers that it doesn't malfunction mid-fight!*

Pay the Price: The Hero still gets an awkward success, but suffers a Condition or loses some Power or Gear in the process.

Director: *You manage to hold the helicopter on the ground thanks to your brute strength, but the effort leaves you truly Tired.*

Take the Hard Road: The Hero doesn't get the success they wanted, but their failure allows them to notice a crucial detail, a clue that changes everything, or a hint at a different way. The new path will be harder and riskier than the first.

Director: *You start casting the spell, but can't get to the end of it. On the last failed attempt, a wave of energy goes off, destroying the bookshelf and knocking over a dangerous old tome. You could find an answer in there, but what will it cost you?*

Face Danger: The Hero ends up in a dramatic situation and is forced to make a Dangerous Roll. Alternatively, they end up face to face with a danger or an Enemy.

Director: *You grab the boulder just a second before it can crush the bystanders... Unfortunately, this was just a diversion. You turn around to see a big alien flying toward you at full speed. This is going to hurt.*

SECTION FOUR

FACE DANGER

DANGEROUS ROLLS

You are a Hero, one of the most powerful danger-magnets in circulation.

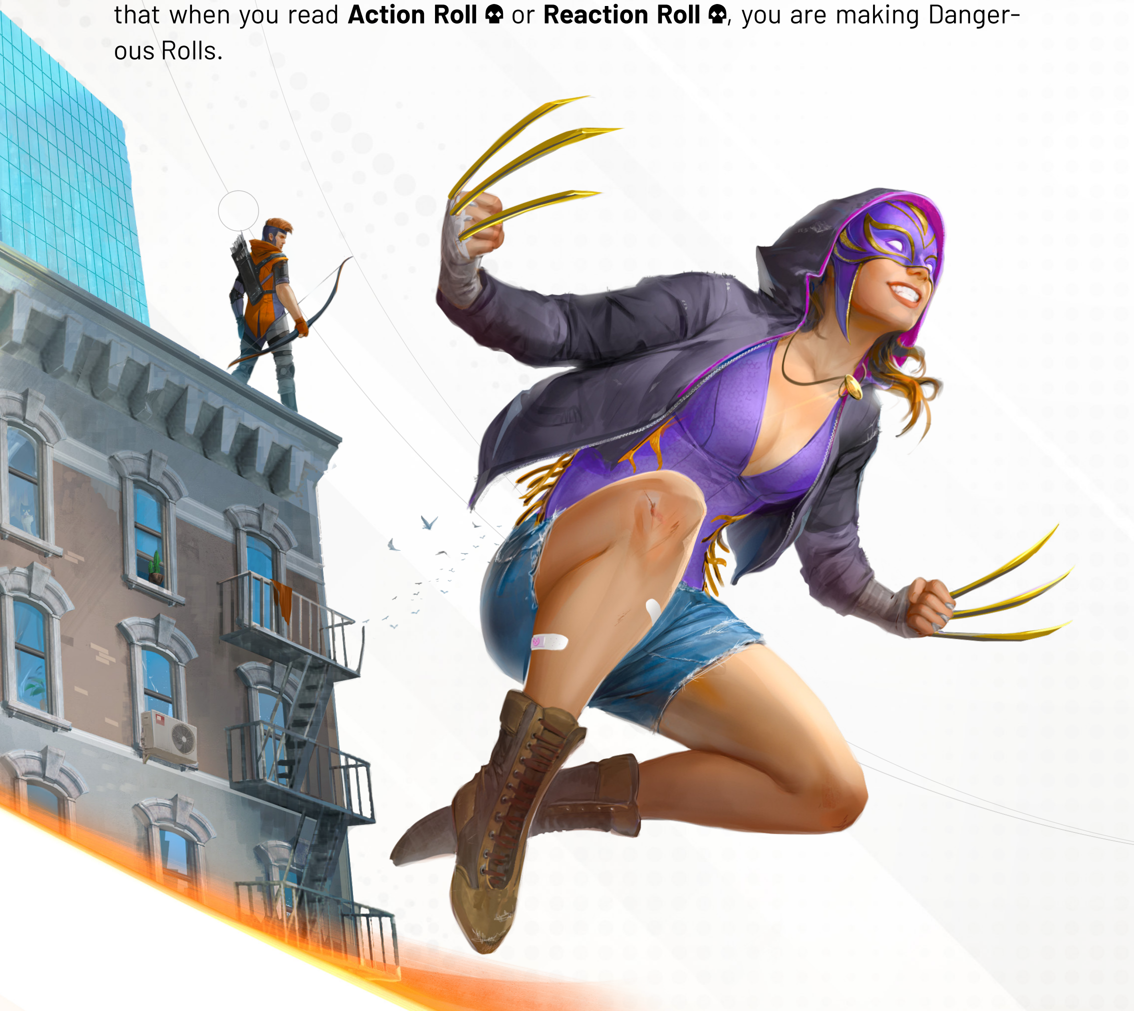
If you aren't running away from an army of aliens, you're probably dealing with a building about to fall on a parade.

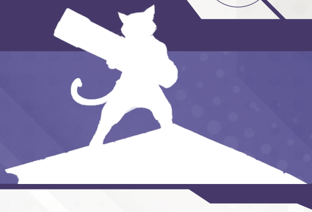
Mad scientists dressed like animals? Those are a dime a dozen!

When you take an action or reaction that puts your life or safety on the line, you will have to make a **Dangerous Roll (💀)**.

Outrunning a laser beam, falling from a building, flying through a wall of flames, and hiding from a team of armed robots are all perfect examples of Dangerous Rolls.

From now on, we will represent Dangerous Rolls with this symbol: 💀. This means that when you read **Action Roll 💀** or **Reaction Roll 💀**, you are making Dangerous Rolls.





YEAH, BUT WHAT'S THE DIFFERENCE?

The difference between a normal roll and a dangerous roll is that **if you fail a Dangerous Roll**, you don't face the usual consequences for a failure. Instead, **you lose a set amount of Grit** depending on the difficulty of the failed roll.

- **BASIC:** You lose 1 Grit
- **CRITICAL:** You lose 3 Grit
- **EXTREME:** You lose 9 Grit
- **IMPOSSIBLE:** You Lose All Grit

When you lose an amount of Grit, you must fill in an equal number of **Grit boxes** on your Hero Sheet.

Once all boxes are full, it means you have lost all Grit. Your next mistake could prove fatal.

> **Hyper Knight:** *The jet is about to crash at full speed, so I'll take my chances and jump into the water!*
>
> **Director:** *To do this, you must make a Dangerous Critical Roll.*
>
> **Hyper Knight:** *I roll the dice and... Bad break! Not a single success.*
>
> **Director:** *When you plunge into the water, it feels like slamming against a stone wall. You skip over the surface for several yards before finally diving in, and lose 3 Grit in the process. It looks easier in the movies.*

IT TAKES GRIT!

Grit is what makes you a Hero. When anyone else would run in panic, surrender, or give up hope, Grit allows you to get back up and keep fighting for what you believe in.

Grit is represented by a line of **12 boxes**. Whenever you fail a Roll 💀, you fill in a set number of boxes and stand back up after your failure.

Are they shooting at you? You keep running through the bullets. Is the building crumbling around you? You jump out at the last second and get off with a dusty cape. Did an enemy knock you from the sky? You crash through a window and roll to your feet in front of a happy family watching a game show. Nothing can stop you!

Even if you lose Grit, it doesn't mean you become more compliant. Quite the opposite! Filling in Grit boxes only represents how many times **your determination and superpowers managed to save your life**.

DAMAGE CONTROL

When you make a Roll 💀 and fail to score the success you need, you can use any smaller successes to do **Damage Control**. You take some small desperate action to try to avoid losing at least some Grit. It's better than doing nothing at all.

For every Basic Success you score, you can avoid losing 1 Grit, and for every Critical Success, you can avoid losing 3 Grit.

But when you make an Impossible Roll 💀, you can't do Damage Control.

> **Director:** *Roll Brawn+Stunt to dodge the laser beam that's about to run you through. This is a Dangerous Critical Roll.*
>
> **Raizel:** *I roll the dice and score a Basic Success. I want to use it to at least protect my face.*
>
> **Director:** *You move your head and the beam grazes your shoulder. That was close! You only lose 2 Grit instead of 3!*

When you're facing a tough roll, for example one with 2 Critical or Extreme difficulty, you can't always aim for a full success, and will **often have to settle for doing some Damage Control**. Typical, really.

SPECIAL BOXES

Two Grit boxes are different from the others.

- **BAD BOX** ☒**:** The eighth box is the Bad Box. When you fill in this box, you suffer a Condition determined by the Director.

- **POWER BOX** ◎**:** The last box is the Power Box. When you fill in this box, you immediately get a rush of 1 Power. It's now or never!

LOSING ALL GRIT

When you lose an amount of Grit equal to or greater than the number of Grit boxes still open, fill in all the boxes. **You've now lost all Grit.**

The really cool thing is that, so long as you have a single open Grit box remaining, you have nothing to fear. It doesn't matter how great your next failure may be, the worst that can happen to you is to end up out of Grit.

But when you have already filled in all boxes and stand to lose more Grit, then you get the **Powerless Condition** and things are going south.

RECOVERING GRIT

You have 3 ways to recover Grit:

- **Sleep on it:** After a good night of sleep, you'll feel like new.
  Director: *After a long day fighting bad guys, you can finally return to base and get some sleep. You recover your Grit.*

- **Catch a Break:** At the end of a breathtaking scene, or after you faced a long string of dangers, the Director can give you a Break and allow the Heroes to recover their Grit.
  Director: *After falling out of your burning starship, you stand up to see small groups of armed aliens running toward you. Looks like your troubles aren't over yet. You just have time to Catch a Break before being surrounded. You recover your Grit.*

- **After a Shot:** At the end of a gaming Session, the Heroes can finally breathe a sigh of relief.
  Director: *The city is safe for now, but the Villain is still out there somewhere. End of the Shot. You recover your Grit.*

SCENE 2 - GAME EXAMPLE - DANGEROUS ROLLS

Director: *The huge alien starship crashes into the building, causing a devastating explosion that ripples through the streets with a boom, shattering the windows of shops and restaurants. The shock-wave washes over you, followed by a rain of shards and debris.*
Everyone, make a Critical Reaction Roll 💀 in Brawn+Endure.

Captain Storm: *I drop into a crouch to lower my center of mass and raise the shield, bracing for impact.*
I roll Brawn+Endure with 6 dice, getting 🛡 ☄ Ⓢ Ⓢ Ⓢ ✕.
A Critical Success, thank goodness!

Hyper Knight: *I stomp the feet of my armor into the pavement, crossing my arms before my face. I roll Brawn+Endure. I should only roll 4 dice, but thanks to my suit of hyper-technological armor, I roll 5!*
I score 🛡 🧭 🧭 🧭 ☄. Perfect! A nice Critical Success.

Raizel: *The flood of debris takes me by surprise.*
I roll Brawn+Endure, with only 4 dice, and get ☄ ☄ ✕ ✕.
2 Basic Successes.
It's not enough to get through the roll unscathed, but I'd like to use these 2 successes to raise a feeble shield of magical energy and do some Damage Control.

Director: *Captain Storm and Hyper Knight manage to withstand the impact, while Raizel struggles to cast a thin barrier to avoid being pushed away.*

You should lose 3 Grit, but thanks to your 2 Basic Successes, you can do Damage Control down to 1 Grit... But this is not over yet, because Greystone still needs to react.

Greystone: *My body is literally made of stone, so I'm not afraid of a little debris shower. I roll Brawn+Endure, and thanks to my Superpower, I can rely on 7 dice.*

The result is 🛡 ☠ 🧭 ☄ ☄ ☄ ☄. *What did I tell you? Extreme Success.*

Director: *Nice one! An Extreme Success is worth as much as 3 Critical Successes, so on top of taking no damage from the explosion, you can also help out Raizel.*

Greystone: *Raizel raises her magical shield, but quickly realizes that nothing is flying her way. When she looks up, she sees me standing in front of her, arms raised to protect her from the explosion. "You good?"*

YOU LOOK

When they tell you "You look Tired" it's probably because you practically have shopping bags under your eyes and you really need a good night's sleep or a holiday. "You look Hurt" means you're losing a bit too much blood, or you're dragging yourself around.

If "You look Nervous", I'm afraid your hands are shaking and you're sweating cold, even more than you realized.

What I mean is that Heroes are tough, they do their best to hide their weakness, either out of pride, or because they're protecting others, or because they have no time to think about themselves when trying to save the World.

Unfortunately, there comes a time, when even Heroes start feeling the physical and psycho-emotional blows of their mission.

When you suffer small wounds or a reasonable stress, your Grit is enough to push forward and ignore the pain. But when you begin showing signs of trauma, when you look Hurt, Nervous, Scared, Distracted, or when you simply look Like a Fool, it's time for **Conditions** to come into play.

CONDITIONS

Conditions represent your physical, mental, or emotional status. They tell you how you're doing, feeling, and how you look to others.

On your Sheet, you find the **5 core Conditions**, each tied to an Attribute. When you get one of these Conditions, you suffer -1 to all rolls made with that Attribute until you find a way to treat it.

When you already have 3 Conditions and you should suffer a fourth, you instead get the **Broken** Condition, which imposes an additional -1 to all rolls. Once you look Broken, you cannot receive any other Condition, with the exception of **Powerless**.

On your Sheet, you will also find the **Tired** Condition, which gives no Penalty, but brings you one step closer to looking Broken, as well as some blank lines to note other Conditions that are either less common or created by your Director.

SUFFERING A CONDITION

There are 3 reasons you can suffer a Condition:

As a consequence of a failure, the Director can impose a Condition they deem appropriate.

Director: *You sneak into the room and take off the costume in record time. When the door opens, you are holding a book, but still look strangely Nervous.*

When you fill in the Bad Box of your Grit, the Director must assign you a relevant Condition.

Director: *The red colossus just keeps punching you in the face, and doesn't give you a moment to breathe. Once you stand back up, you really look Tired.*

When failure is not enough, the Director can decide you ALSO suffer a Condition. For example, when you need an Extreme Success and don't score even a Basic Success, or when your failure is so glaring or so painful that Grit is just not enough to keep you going.

Director: *When you climb to higher and higher altitude, your armor starts to freeze, and then it powers off. You free-fall for miles and crash in the desert, creating a huge crater. By some miracle, you climb out of your armor alive. You lose Grit and look Hurt.*

REMOVING A CONDITION

To remove a Condition, you need some time and peace. You can only remove a Condition when you're safe from all dangers, for example, during a **Time Out**. We will talk more about this in **Section 7: WHAT HEROES DO**.

Additionally, if you have a Spotlight, you can choose to use it to avoid suffering a Condition or remove a Condition of any kind, including Broken. You have been though worse!

You can remove up to 2 Conditions each day. If you fail an attempt, you cannot try to remove the same Condition until another day has passed.

CORE CONDITIONS

TIRED

You suffer no penalty, but are one step closer to looking Broken.

You can't catch your breath and your back aches, or you're in shambles and walk head down.

You can get this Condition when you exert yourself too much, when you go too long without eating or drinking, or when you stay up all night without getting any rest. When you fill in your Bad Box in a not-so-bad situation, the Director can also choose to give you the Tired Condition.

You can remove this Condition by eating a hot meal and getting some good sleep.

HURT

-1 to all rolls in Brawn.

You have a fracture, a deep cut, or a projectile lodged somewhere.

You can get this Condition when you really take a beating, when you fall from a great height, or when you're blown up.

You can remove this Condition by seeking adequate medical care. Alternatively, a friend can use one of their actions during a Time-Out to treat you with a Critical Action Roll in Focus+Heal. If you try to treat yourself, you roll with -1.

NERVOUS

-1 to all rolls in Nerves.

You're stressed out, your hands are shaking, or you're sweating bullets.

You can get this Condition when you survive danger by an inch, or when you're under a great deal of stress.

You can remove this Condition by using one of your actions during a Time-Out to relax, enjoy a hobby, or indulge a bit.

LIKE A FOOL

-1 to all rolls in Smooth.

You're deeply embarrassed, or feel inadequate or ridiculous.

You can get this Condition when you lose face in front of others, when you cover yourself in ridicule, or give your friends reasons to not trust you.

You can remove this Condition by proving your worth, getting some recognition, or earning the respect of someone. Alternatively, a friend can use one of their actions during a Time-Out to cheer you up and help you find your self-esteem with a Critical Action Roll in Smooth+Heal.

DISTRACTED

-1 to all rolls in Focus.

You're lost in thought, your mind is foggy, you're a little out of it and can't seem to keep your focus.

You can get this Condition when you ruminate about a problem for too long without finding a solution, when you let yourself be charmed or confused, or when you spend a night hitting the books or at the workbench and feel dizzy as a result.

You can remove this Condition by choosing to spend 2 Power on any roll in Focus. Alternatively, you can spend one of your actions during a Time-Out doing absolutely nothing to clear your mind.

SCARED

-1 to all rolls in Crime.

Your eyes are wide open, your palms are sweaty, or you're uncharacteristically clumsy.

You can get this Condition when you suffer a great shock or fright, or when you narrowly avoid a painful death by sheer luck.

You can remove this Condition by facing the subject of your fear again and being victorious. Alternatively, you can spend one of your actions during a Time-Out to confide in one of your friends and get the weight off your chest... So long as another Hero is also available to spend one Turn to listen to you and help you through it.

BROKEN

-1 to all rolls.

You're broken in mind, body, or spirit, or in down-right terrible shape.

You get this Condition when you should suffer a fourth Condition.

When you already have 3 Conditions and stand to get a fourth, you look Broken instead. Until you remove one Condition, you cannot receive any other Condition, with the exception of Powerless.

If you already look Tired and Hurt and suffer another great physical blow, the Director can also choose to give you the Broken Condition.

You can remove this Condition by spending a couple of days in a hospital or another similar institution. Alternatively, a friend can use one of their actions during a Time-Out to treat your wounds with an Extreme Action Roll in Focus+Heal.

OTHER CONDITIONS

Up next, you can find 4 new Conditions designed especially for ***SUPERHEROES***, but remember that your group can always come up with your own original Conditions, or with variants tailored to your preferred gaming experience.

POWERLESS

You can't spend any Power and can't use your Superpower and the Feats connected to it.

Your powers have abandoned you.

You can get this Condition when you no longer have access to the source of your powers, or when you are exposed to your weakness (if you have one).

When you run out of Grit and fail another Dangerous Roll, you also immediately suffer this Condition.

You can always become Powerless, even when you already have 4 Conditions and look Broken.

You can remove this Condition when you retrieve the source of your powers, or when you spend one entire Turn far from your weakness.

If you became Powerless because of lost Grit, you can remove this Condition by spending one of your actions during a Time-Out to recover your strength.

EXHAUSTED

You can't gain or spend Power, and you cannot use your super-weapons.

You are out of energy, you can't keep your focus, or you really need to eat something.

You can get this Condition when you over-exert yourself.

When you try to take an action without having the required amount of Power, you can also choose to make One Last Effort to gain 1 Power to spend immediately. If you do so, you become Exhausted.

You can remove this Condition after spending 2 Turns resting and without losing any Grit, or at the beginning of a Time-Out.

DEFEATED

-1 to all rolls to withstand pain or fear, and to rolls to encourage others.

You stare off into space, eyes glazed over, you can't hold your head high, or you blame yourself for not being enough.

You can get this Condition when you lose a crucial challenge, when your powers are not up to the task, or when someone gets hurt because you failed to save them.

You can remove this Condition when someone shows you that there's still a reason to fight, or when you manage to set a good example in a difficult situation. Alternatively, a friend can use one of their actions during a Time-Out to help you come to terms with the defeat with a Critical Action Roll in Smooth+Leadership.

BLOCKED

-1 to all rolls made to move your body. -3 to all rolls made to walk or run.

You are blocked by a physical, magical, or mental force and you can't break free.

You can get this Condition when you're imprisoned by a device of some kind, when someone uses their magic or psychic powers to immobilize you, or when you find yourself covered in a sticky substance. The Director can also impose this Condition when you are subjected to an overwhelming force of gravity.

You can remove this Condition by getting free from the force that blocks you.

END OF A HERO

Even Grit has its limits, and if they don't play their hand carefully, even the greatest Hero runs the risk of meeting their demise.

When you have lost all Grit, you're in big trouble. Your next failure in a Roll ☠ will immediately impose on you the **Powerless** Condition.

This means that your hyper-technological suit of armor is completely disabled, you stop being able to sustain your transformation or to control your powers, or you are simply too messed up to keep fighting.

When you are both out of Grit and Powerless, you can't take any more damage. The next time you should lose Grit, you will be **Left for Dead**.

SAVING A FRIEND

Even if a Hero is about to be Left for Dead, all is not lost. Another Hero who has a **Spotlight** can choose to spend it to intervene at the last second and miraculously save their friend from certain death.

When this happens, the Hero who used the Spotlight is free to describe the epic actions or cunning plan they used to reach a happy resolution.

Then they flip a coin to see if the Spotlight is lost, or if it is transferred to the saved Hero. If you need to brush up on the topic of Spotlights and how they work, go to **Section 2: SUPERPOWERS & FEATS**.

LEFT FOR DEAD

As the term suggests, a Hero who is Left for Dead is not necessarily dead. It's more like **taking a dramatic bow** and leaving everyone heartbroken.

When you're Left for Dead, it means you have fallen out of an airplane or down a waterfall, you have plunged into the ocean, were buried by rubble, or suffered a wound that looked lethal, and your friends were forced to leave you behind or run away. What I'm getting at is something happens and everyone is convinced that you couldn't possibly survive, but your body is never found.

In some cases, a Player might decide that their Hero is truly, unmistakably dead, but only if they feel like it would be climactic, interesting, or moving for the story.

BACK FROM THE DEAD

A Hero who is Left for Dead always has a chance to return suddenly with an unbelievable story about how they managed to avoid the worst. When this happens, however, they always get a **Scar** from the circumstances of their departure (See **Experiences** in **Section 7: WHAT HEROES DO**).

The best moments for a Hero to return on the scene are during a **Crisis** Shot, or at the beginning of the **Endgame**. We will talk more about this in **Section 7: WHAT HEROES DO.**

KILL SWITCH: ON

Outgunned Superheroes tells stories of movie Heroes who, in most cases, always manage to come out on top, and always find the strength to pick themselves up when all seems lost. However, if you and your friends want a more lethal experience, you can choose to turn on the Kill Switch.

When the Kill Switch is on, all Heroes who are Left for Dead are actually fallen in action, and they can never come back. Someone else will have to pick up their cape.

Remember that it's not up to the Director to choose whether the Kill Switch is on or off. All Players must come together and agree about the use of this mechanic BEFORE the Campaign or Shot.

SECTION FIVE

ENEMIES & SUPER-ENEMIES

ENEMIES

Superpowers always come with a slew of superproblems, and Enemies are the worst kind of problem. Lizards in lab coats, gangsters with a sense of humor, and gods from outer space, truly, if Enemies didn't already exist, someone would need to invent them. Either way, they exist, and it's a Hero's duty to deal with them.

An Enemy is an abstract entity that represents the set of opponents currently trying to terminate you with prejudice.

As such, every time combat begins the Heroes will face **a single Enemy**.

The giant dressed like a rhino charging head-first toward you is an Enemy, but the twenty super-soldiers shooting at you from all sides are also an Enemy. But what if the giant and the soldiers are fighting together? That's still just one Enemy! Simply a stronger one.

Each Enemy can rely on a very simple Sheet with three stats: **Grit**, **Attack** and **Defense**.

Basically, an Enemy is a source of Dangerous Rolls that enters the Scene to make things difficult for you until you manage to outrun them or remove all their Grit.

SOLDIERS WITH LASER RIFLES

⬡⬡◎⬡⬡◎⬡⬡⬡ **ATTACK:** CRITICAL **DEFENSE:** CRITICAL

Enemies who are especially strong or noteworthy also have **Feats** that grant them unique or surprising abilities and can put the Heroes to the test.

Finally, Enemies who can rely on superpowers or cutting-edge technology to boost their abilities, can also collect **Power** in order to take **Special Actions** during combat.

In the upcoming pages, you will find all the tools you need in order to create Enemies, and of course to face them in **combat**.

If you don't have time to create your own Enemy, don't feel like it, or are just looking for inspiration, in this section you'll find a fine list of **On Demand Enemies**.

ONE ENEMY EACH

Let's say that some of the Heroes have chosen to fight the bad guy of the week, while the others keep to the rear and deal with its goons.

What happens then?

As a Director, you can choose to divide the Heroes into two groups and assign an Enemy to each of them, one in line with their abilities.

It's still an exception to the rule. In most cases, it's best to create a single Enemy called "bad guy and his goons" and keep the Heroes together, without splitting the group.

ENEMY GRIT

The most crucial characteristic of an Enemy is their Grit, which is represented by a line of 3 to 15 boxes. The Director is free to choose the amount of Grit each Enemy has. More Grit will lead to a longer battle.

As a general rule, Enemies with Basic or Critical Defense have between 3 and 6 boxes of Grit. The Director can increase the number of boxes up to 15 when the Enemy is particularly strong, or numerous.

Enemies with Extreme Defense usually have 3 Grit, and should never have more than 6 Grit.

When the Heroes strike the Enemy, the Director fills in a box of Grit, and **when all the boxes are full, the Enemy is defeated** or put to rout.

Remember that an Enemy can represent a single madman, or a populous group of ugly mugs. You should change the way you narrate loss of Grit depending on how you describe the Enemy.

If an Enemy who is actually a single individual loses some Grit, they probably got a bruise, or took on a serious hit. On the other hand, if the Enemy represents a team of soldiers, loss of Grit represents one of them going K.O.

ENEMY DEFENSE

The Defense score of an Enemy represents the difficulty of Action Rolls that Heroes need to make to hit them. Whenever you score a success equal to the Enemy Defense, they lose 1 Grit. If you score the next higher level of success, the Enemy loses 3 Grit.

For example, if you're attacking an Enemy with Critical Defense and score a Critical Success, the Enemy loses 1 Grit. If you score an Extreme Success, they lose 3 Grit.

If you score a Basic Success, you don't manage to wound the Enemy.

The Director can set the Enemy Defense as:

- **Basic:** The Enemy is very easy to hit or wound. This is ideal for low-stakes combat scenes, or situations where weaker Heroes are fighting alone.
- **Critical:** The Enemy is a tough nut, and wounding them is no easy feat. Most Enemies worthy of a Hero have Critical Defense.
- **Extreme:** The Enemy's Defense is almost impenetrable. It will be extremely difficult for Adventurers to land blows, let alone defeat them.

ENEMY ATTACK

When the Enemy attacks, all Heroes involved in combat will have to make a Reaction Roll ☠ with difficulty equal to the Enemy Attack.

For example, if an Enemy has Critical Attack, it means that Heroes will need to score a Critical Success to dodge or parry their attack. Failing to do so will result in the Heroes losing Grit, as would happen with any other Dangerous Rolls.

The Director can set the Enemy Attack as:

- **Basic:** The Enemy is really nothing impressive, their blows miss the mark often.
- **2 Basic:** The Enemy is a normal thug, or an untrained or ill-equipped individual.
- **Critical:** The Enemy knows what they're doing, their blows can do some damage. Most Enemies worthy of a Hero have Critical Attack.
- **2 Critical:** The Enemy is very strong, and it's likely that their blows will do at least some damage. The Heroes will often have to settle for some Damage Control.
- **Extreme:** The Enemy has superhuman strength or lethal weapons. Withstanding their attacks is a heroic feat.

When the Enemy is in a tight spot or in a disadvantageous position, the Director could also choose to lower their Attack score by 1 or 2 levels for a Turn.

Similarly, if the Enemy manages to get the upper hand on the Heroes or pulls out a missile-launcher, a stick of dynamite, or some other lethal weapon, the Director could also raise their Attack score by 1 or 2 levels for that Turn.

WHERE SHOULD I BEGIN?

In Outgunned Superheroes, all opponents involved in a scene are combined into a single Enemy, and all Heroes fight them as one. It might take you a couple of tries to fully embrace this way to manage cinematic action, but you'll see it won't take long for it to become second nature.

If you don't know how to begin, just start slow! For example, set the scene with an Enemy with 6 Grit, and Critical Attack and Defense. No Feats, no Special Actions, no hassle.

After a couple of fights, it will be easy to create original Enemies for every occasion!

ENEMY FEATS

When creating an especially powerful Enemy, the Director can rely on **6 Feat Points [FP]** and is free to spend them to acquire any number of Enemy Feats.

You don't need to spend all of the available points, actually, in most cases 3 or 4 Feat Points should be enough to make a memorable Enemy.

A **Villain** can also choose the **Incredible Power** Strong Spot and gain 3 extra Feat Points. To learn more about this, go to the Villain chapter in **Section 7: WHAT HEROES DO.**

This is the only way in which a Director can gain access to the incredible **Omega Threat** Feat.

LIST OF FEATS

ELEMENTAL [1 FP]

The Enemy has the power to control an element, bending it to their will.

The Enemy is immune to damage inflicted by their element. Additionally, they can always rely on one of the following benefits:

- **Water/Wind:** Heroes who fail to score at least a Basic Success during their Reaction Turn become Distracted. If they are already Distracted, they lose 1 additional Grit.
- **Fire/Electricity:** Heroes who fail to score at least a Basic Success during their Reaction Turn become Hurt. If they are already Hurt, they lose 1 additional Grit.
- **Ice/Earth:** Heroes who fail to score at least a Basic Success during their Reaction Turn become Blocked. If they are already Blocked, they lose 1 additional Grit.
- **Storm:** Heroes who fail to score at least a Basic Success during their Reaction Turn become Scared. If they are already Scared, they lose 1 additional Grit.

ENERGY SHOTS [1 FP]

The Enemy is wielding laser rifles or other energy weapons, or they can unleash energy beams from their hands, eyes, or chest.

Heroes gain no benefit from the Bulletproof Feat.

Heroes who fail to score at least a Basic Success during their Reaction Turn become Tired. If they are already Tired, they lose 1 additional Grit.

FLYING [1 FP]

The Enemy can fly and hover.

When the Enemy is flying, Heroes who can't rely on the Flight Feat cannot be in melee with them.

SEA DWELLER [1 FP]

The Enemy is a creature of the deep, they only feel at ease in the water.

When fighting against this Enemy in the water, the Heroes can never rely on a Free Re-roll. A Hero who can rely on the Lord of the Seas Feat can ignore this Feat.

SORCERER [1 FP]

The Enemy has extraordinary magical powers.

The Enemy can summon magical weapons to attack either in melee or from a distance. Once per combat, the Enemy can use magic to gain the effects of one Feat of their choice, with the exception of Power-Mirror and Omega Threat.
As a LVL 1 Special Action, the Enemy can use this Feat a second time.

WALL-CLIMBER [1 FP]

The Enemy can climb on any vertical or horizontal surface, and they can easily hang upside down.

When a Hero fails an attack, the Enemy can climb on a nearby wall or ceiling, thus becoming unreachable.
Until the end of Turn, only Heroes with the Flight or Wall-Climber Feat can attack the Enemy in melee.

INDESTRUCTIBLE [2 FP]

The Enemy is extremely resilient, covered in armor, or able to summon shields or barriers of some kind.

Heroes who attack this Enemy always suffer -1.
Heroes wielding a weapon with the Explosive, Maximum Power, or Perfect Feat can ignore this Feat.

MIND READER [2 FP]

The Enemy can read minds and anticipate the moves of their opponents.

Heroes suffer -1 to all actions taken against the Enemy, unless someone manages to attack them by surprise or from behind.
Heroes who can rely on the Mind Powers Superpower or the Psychic Helmet Gadget can ignore this Feat.

NARRATIVE SUPERPOWER

Enemy Feats grant the Enemy important advantages in combat, but they aren't necessarily a representation of their superpowers.

An Enemy with Extreme Attack is undeniably powerful, even if they do not have Super-Strength, and an Enemy with Extreme Defense is awfully hard to take down, even if they aren't Indestructible.
At the same time, an Enemy doesn't need to have the Tentacles Feat just because they have a couple extra limbs.

Look at Feats like a tactical advantage during combat, and just manage all the other amazing powers your Enemies can wield narratively.

MINIATURE [2 FP]

The Enemy is half as tall as a human, possibly even less than that.

The Enemy can hide easily and sneak in through any nook or cranny. Heroes who try to attack them with a ranged weapon always suffer -1 unless they can rely on the Bullseye Feat.

NUMBERS ADVANTAGE [2 FP]

The Enemy is made up of a huge crowd, capable of multiplying, or of creating illusory copies.

Whenever the Enemy loses any amount of Grit, the Director flips a coin. If the result is Heads, the Enemy loses one less Grit (down to a minimum of 0). This means that the Heroes only managed to defeat an insignificant member of the crowd, or that they hit a copy or an illusion.

An Enemy can pick this Feat more than once, allowing the Director to flip several coins.

SHAPESHIFTER [2 FP]

The Enemy can transform their body and take on the appearance of other people.

Once every Reaction Turn, the Enemy can take on the appearance of a Hero. Heroes who try to attack them must flip a coin or succeed in a Critical Action Roll in Crime+Detect to recognize them from the original. In case of failure, they strike their friend, who loses 3 Grit.

SNIPER [2 FP]

The Enemy's aim never fails.

When defending from ranged attacks by this Enemy, Heroes can never make Free Re-rolls or gain any benefit from Partial Cover.

An Enemy can pick this Feat twice. If they do, Heroes also suffer -1 to rolls made to defend against ranged attacks.

TELEKINETIC [2 FP]

The Enemy can move objects and people with the power of their mind.

Once every Action Turn, the Enemy can move a ride or Partial Cover, or retrieve an item or weapon that is not currently being held by someone. Alternatively, they can disarm a Hero, who will have to resist with a Critical Reaction Roll in Brawn+Dexterity.

WARRIOR [2 FP]

The Enemy is armed with swords, daggers, staves, or other melee weapons.

Heroes who do not wield a Melee Weapon or shield, suffer -1 to all rolls to defend against this Enemy. Heroes who can rely on the Bulletproof Feat can ignore this Feat.

An Enemy can pick this Feat twice. If they do, all Heroes suffer an additional -1 to rolls made to defend against melee attacks.

GIANT [3 FP]

The Enemy is a titan as tall as three people, sometimes more than that!

The Enemy can destroy or step past any barrier or cover. All the Heroes who can't rely on a weapon with the Maximum Power or Explosive Feat need a Help to attack the Enemy (for example thanks to a Team-Up).

REGENERATION [3 FP]

The Enemy wounds heal on their own.

At the beginning of each Reaction Turn, the Director flips a coin. If the result is Heads, the Enemy recovers 1 Grit.

Once per combat, the Enemy can choose to suffer no damage from a single attack. From then on, the Director can no longer flip a coin until the end of combat.

SUPER-SPEED [3 FP]

The Enemy can rely on an inhuman speed.

Heroes suffer -1 to all rolls in Nerves made against this Enemy. Heroes with the Super-Speed Superpower can ignore this Feat.

Once every Action Turn, the Director can impose -1 to a Hero when they try to hit this Enemy with a ranged weapon.

SUPER-STRENGTH [3 FP]

The Enemy can rely on an inhuman level of strength.

Heroes suffer -1 to all rolls in Brawn made against this Enemy. Heroes with the Incredible Strength Superpower also suffer this penalty.

TELEPORTER [3 FP]

The Enemy can teleport in the blink of an eye, no chance of pinning them down.

Heroes suffer -1 to all rolls in Crime made against this Enemy.

Once every Action Turn, the Director can impose -1 to a Hero when they try to hit this Enemy with a melee weapon.

TENTACLES [3 FP]

The Enemy is surrounded by tentacles, extra arms, animated vines, or whips of energy that keep everyone at bay.

When an Enemy is protected by their tentacles, a Hero must use their Turn to distract them in order to allow other Heroes to attack. The distracting Hero suffers -1 to their next Reaction Roll against the Enemy.

If nobody takes the time to keep the tentacles at bay, all attacks against the Enemy suffer -2.

POWER-MIRROR [6 FP]

The Enemy has the ability to mimic or copy the power of other superheroes.

At any time during an Action or Reaction Turn, the Enemy can copy the powers of one of the other characters on the scene.

When they copy someone's power, the Director assigns new Feats to the Enemy, possibly even changing their Attack and Defense score, but never changing their Grit.

After copying someone's power, the Enemy can't use this Feat until the next Action or Reaction Turn.

OMEGA THREAT [9 FP]

The Enemy is a perfect being, an invincible death machine.

The Enemy can fly, breathe underwater and in outer space, and just a hit from them can break any material other than Duramantium. Additionally, the Enemy has one weakness chosen by the Director.

All Action Rolls made against the Enemy suffer -3, unless the Heroes discover their only weakness and find a way to use it against them.

SPECIAL ACTIONS

Special Actions are moves that an Enemy can make while in combat, and which can turn the tides of battle and make the Heroes' lives truly difficult.

Bear in mind that **Special Actions are completely optional**. If you like to add a pinch of tactics to your combat scenes, these actions are just what you need. On the other hand, if you prefer to keep things as streamlined as possible, especially during your first Sessions, you can easily avoid them!

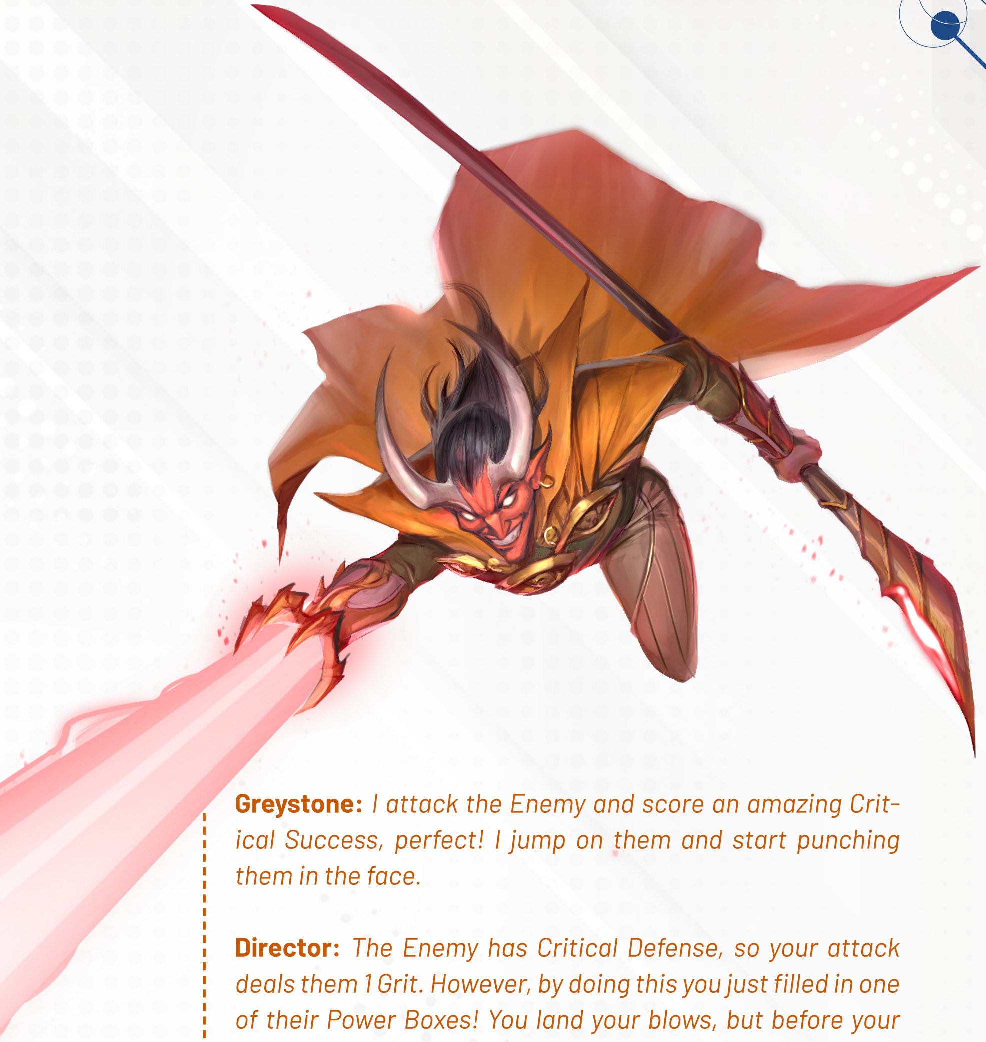
To take Special Actions, an Enemy needs to be able to rely on **Power Boxes in their Grit track** which are similar to the ones on the Hero Sheet.

When setting an Enemy's Grit, the Director can choose to turn up to 3 Grit boxes into the same number of Power Boxes.

For example, the Grit of an Enemy with 3 Power Boxes could look like this:

⬡⬡◎⬡⬡◎⬡⬡◎⬡

When the Director fills in the first Power Box, the Enemy must **immediately** activate one of their level 1 Special Actions. Special Actions always resolve instantaneously, interrupting the normal flow of combat.



Greystone: *I attack the Enemy and score an amazing Critical Success, perfect! I jump on them and start punching them in the face.*

Director: *The Enemy has Critical Defense, so your attack deals them 1 Grit. However, by doing this you just filled in one of their Power Boxes! You land your blows, but before your friends can move, the Enemy has something in store for you all... the Seize Special Action!*

Please note: Some Enemy Feats or Special Actions can allow an Enemy to recover Grit, potentially clearing a full Power Box. When this happens, the Power Box loses its power and does NOT activate when filled in the second time.

In the next page you will find a list of Special Actions, organized by level. As usual, the Director can choose to come up with their own Special Actions to build unique and thrilling Enemies. Additionally, remember that Villains who can rely on an **Eternity Shard** always get one unique Special Action, as described by the Shard. To learn more about this, go to the dedicated chapter in **Section 6: WEAPONS & GEAR.**

LVL 1 SPECIAL ACTIONS

Choose or roll one:

1. **Stop:** The Enemy throws away a Hero or keeps one occupied, causing them to lose their next Action Turn.
2. **Foul Play:** The Enemy throws an unexpected strike at a Hero. If the Hero fails a Critical Reaction Roll set by the Director, they become Tired. If they are already Tired, they become Hurt.
3. **Disarm:** The Enemy disarms the Hero who just hit them, or temporarily sabotages their weapon.
4. **Seize:** The Enemy tries to grapple a Hero or block them using their power. If the Hero fails a Critical Reaction Roll in Crime+Awareness, they become Blocked.
5. **Disengage:** The Enemy breaks free from restraints or a grapple, or gets far from the Heroes. Heroes who attack with melee weapons suffer -1 until the end of the Turn.
6. **Collect Power:** The Director gains 1 Power.

COLLECT POWER

When the Director chooses the **Collect Power** Special Action, they immediately receive 1 Power. This means that the Enemy chooses to keep their ace up their sleeve for a little longer.

The next time the Director fills in a Power Box during this combat, they can choose to spend the accumulated Power to use a LVL 2 Special Action, or they can opt to keep Collecting Power a little longer, in order to unleash a terrifying LVL 3 Special Action when they reach the third Power Box.

FINAL MOVE

If the last box on the Enemy Grit track is a Power Box, the Enemy has a right to make their Special Action immediately after being defeated. Consider it their swan-song.

LVL 2 SPECIAL ACTIONS

Choose or roll one:

1. **Invulnerability:** The next time a Hero strikes the Enemy, they simply shrug off the hit, lift their shield, or regenerate on the spot, losing no Grit at all.
2. **Fury:** The Enemy attacks in a fit of rage. Heroes suffer -1 to all rolls during a Reaction Turn.
3. **Interfere:** The Enemy interrupts a Hero's focus, instantly terminating the prolonged effects of a Superpower or Feat.
4. **Counter:** The next Hero who strikes the Enemy also loses the same amount of Grit.
5. **Butt In:** The next time a Hero spends 1 Power, they lose it without gaining any benefit. If the Power was being used to activate a special action requiring a Quick Action or Full Turn, the Hero also loses their action or Turn.
6. **Collect Power:** The Director gains 1 Power.

LVL 3 SPECIAL ACTIONS

Choose or roll one:

1. **Deflect:** The next time a Hero attacks, the Enemy redirects their strike against another Hero, causing them to lose 6 Grit.
2. **Secret Weapon:** The Enemy gains or reveals a weapon or power they were hiding, and they immediately gain one Feat worth 3 FP or less.
3. **Interrupt:** The Enemy catches the Heroes by surprise. All Heroes who have yet to act lose their Turn, the next Reaction Turn starts immediately.
4. **Deceit:** Only once, from now until the end of combat, the Director can disregard a Hero's roll and ask them to roll again.
5. **Take Down:** A Hero must make an Extreme Reaction Roll set by the Director. If they fail they become Broken. If they are already Broken, they become Powerless.
6. **Power Explosion:** The Enemy unleashes all power on the Heroes. The Director can fill in up to 10 of the Heroes' Grit boxes of their choice. For example, they can say that one Hero loses 6 Grit and another 4, or that 5 Heroes lose 2 Grit each, and so on.

ON DEMAND ENEMIES

Up next, you will find a list of Enemies ready to jump into the fray. As usual, each of these Enemies can be used to represent a single individual or a group of hostiles.

Some of these Enemies already have the Power Boxes you need to activate Special Actions. If you choose not to use Special Actions, you can simply ignore Power Boxes and treat them like normal Grit boxes.

STREET THUGS

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ATTACK: **Basic** DEFENSE: **Basic**

FEATS: **None**

ARMED CRIMINALS

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ATTACK: **2 Basic** DEFENSE: **Basic**

FEATS: **Warrior**

SLIPPERY LOWLIFE

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ATTACK: **Critical** DEFENSE: **Basic**

FEATS: **Teleporter, Wall-Climber**

ELEMENTAL MENACE

◎○◎○◎

ATTACK: **Critical** DEFENSE: **Critical**

FEATS: **Elemental, Flight**

ANGRY TELEKINETIC

○◎○◎○

ATTACK: **Critical** DEFENSE: **Critical**

FEATS: **Mind Reader, Shapeshifter, Telekinetic**

BEAST WARRIOR

◎○◎○◎○○

ATTACK: **Critical** DEFENSE: **Critical**

FEATS: **Regenerating, Warrior**

SOLDIERS WITH LASER RIFLES

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ATTACK: **Critical** DEFENSE: **Critical**

FEATS: **Energy Shots**

OUT OF CONTROL ROBOTS

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ATTACK: **Critical** DEFENSE: **Critical**

FEATS: **Energy Shots, Flight, Indestructible**

DEPENDABLE BLASTER

⬟ ◎ ◎ ◎ ⬟

ATTACK: **2 Critical** DEFENSE: **Critical**

FEATS: **Energy Shots, Sniper**

HYPER-TECH SOLDIERS

⬟ ◎ ⬟ ⬟ ◎ ⬟

ATTACK: **2 Critical** DEFENSE: **Critical**

FEATS: **Energy Shots, Indestructible**

EVIL SORCERERS

⬟ ⬟ ◎ ⬟ ⬟ ◎ ⬟ ⬟ ◎

ATTACK: **2 Critical** DEFENSE: **Critical**

FEATS: **Elemental, Energy Shots, Sorcerer, Wall-Climber**

BIG GUY WITH AN AXE

⬟ ⬟ ◎ ⬟ ⬟ ◎ ⬟ ⬟ ◎ ⬟

ATTACK: **2 Critical** DEFENSE: **Critical**

FEATS: **Super-Strength, Warrior**

GIANT ROBOT

⬟ ◎ ⬟ ◎ ⬟ ◎

ATTACK: **Extreme** DEFENSE: **Critical**

FEATS: **Energy Shots, Giant, Indestructible**

ELUSIVE SPEEDSTER

◎ ◎ ◎

ATTACK: **Critical** DEFENSE: **Extreme**

FEATS: **Super-Speed, Wall-Climber**

MULTIDIMENSIONAL SQUID

◎ ◎ ◎ ⬟

ATTACK: **Critical** DEFENSE: **Extreme**

FEATS: **Giant, Tentacles**

ARMY OF ANGRY ALIENS

◎ ◎ ⬟

ATTACK: **2 Critical** DEFENSE: **Extreme**

FEATS: **Great Numbers, Wall-Climber, Warrior**

INSANE TITAN

◎ ◎ ◎

ATTACK: **Extreme** DEFENSE: **Extreme**

FEATS: **Indestructible, Super-Strength**

FALLEN HERO

◎ ⬟ ◎ ⬟ ◎ ⬟

ATTACK: **Extreme** DEFENSE: **Extreme**

FEATS: **Energy Shots, Flight, Super-Strength**

FIGHT!

When an Enemy makes their appearance, that's the beginning of **combat**.

Not all combats need to be direct clashes and fights to the death, all Scenes where the Heroes must deal with an Enemy who is actively trying to dispatch them, and who can in turn be defeated are combat scenes.

During combat there are two alternating turns:

Action Turn: Heroes are free to take any action they want and make the relative **Action Rolls**. Additionally, all Heroes have access to a **free Quick Action**, which they can use to reload their gun, or reach partial cover, for example.

Hyper Knight: *I reload my weapon and shoot at the Enemy.*

Reaction Turn: The Director states the Enemy's actions and all Heroes must defend themselves with a Reaction Roll 💀.

Director: *The alien monsters attack you with their claws. Everyone, roll Brawn+-Fight to defend.*

When you're in combat, you are not forced to attack the Enemy, you can always opt to focus on other things or try to run away. But until you manage to get rid of them, the Enemy will keep causing Reaction Rolls 💀 that will put your Grit to the test!

INITIATIVE

There's only one rule: who strikes first, strikes first!

If a Hero chooses to attack the Enemy first, combat begins with an Action Turn.

On the other hand, if the Director states that the Enemy attacks the Heroes, or if the Heroes are taken by surprise or hesitate before making their move, combat begins with a Reaction Turn.

When in doubt, the Director can flip a coin to decide.

Being the first to strike always gives a great advantage, so Heroes should always be ready to throw the first punch when the situation calls for it. However, always using violence as a solution is wrong. You have to find a happy medium!

WINNING A COMBAT

When the Director fills in the Enemy's last Grit box, it means the Heroes have won the combat. The Enemy goes K.O. or is forced to flee. Serves them right!

LOSING A COMBAT

If all Heroes actively participating in a combat scene lose all their Grit, it means that they were defeated.

When this happens the Enemy surrounds and captures them, or they are pushed into a corner and forced to cut a deal or, in extremis, attempt a desperate escape.

ACTION TURN

During an **Action Turn** every Hero can make a Quick Action for free as well as an Action Roll.

A Hero can choose whether to use their Quick Action before or after making their Action Roll.

When taking their **Quick Action**, a Hero can grab or toss an object, reload a weapon, reach an Enemy, or take another quick and easy action. See **Extra Actions** in **Section 3: BASICS OF THE GAME**. Additionally, many of the Heroes' special actions require a Quick Action to be activated.

When making their **Action Roll**, a Hero can roll the dice to take any kind of complex action, including attacking the Enemy.

To attack an Enemy, the Hero must make a roll with difficulty equal to the **Enemy Defense**. For every appropriate success scored, the Enemy loses 1 Grit.

If you're attacking an Enemy with Basic Defense and score 1 Basic Success, the Enemy loses 1 Grit. If you score 2 Basic Successes, they lose 2 Grit.

For example, if you're attacking an Enemy with Critical Defense and score 1 or 2 Critical Successes, the Enemy loses 1 or 2 Grit, but if you only score a Basic Success, you don't give them as much as a scratch.

Usually, when attacking an Enemy in melee, you roll Brawn+Fight, and when attacking from range, you roll Nerves+Shoot, but feel free to get creative with your actions. There is no limit to the Skills and Attributes you can call into play to give your opponent a hard time.

For example, you can roll Nerves+Drive to ram your car into your enemies, or roll Focus+Fix to knock some scaffolding down over their heads. Any action that might hurt, tire, discourage, or chase away your enemies will result in them losing some Grit.

As a general rule, all actions that directly involve the Enemy will have difficulty equal to their Defense, while all collateral actions can have a different difficulty chosen by the Director, much like what happens out of combat.

TEAM UP!

During your Action Turn in combat, you can choose to Team-Up with one of your allies, doing your best to help them with their next roll.

For example, you can grab your friend and throw them like a human cannonball, or you can focus your Energy Beam on their duramantium shield, so they can direct it straight to the face of the Enemy. Team-Ups are always better when you manage to be truly creative!

When you Team-Up, you give up your chance to attack the Enemy and use your action to make an assist to someone else:

- **Help:** Grant a Help to a fellow Hero. In most cases, this Help will take the form of a +1, but it could also turn into an automatic success. If you need a refresher, go to chapter **Help & Hindrance** in **Section 3: BASICS OF THE GAME**.
- **Special Action:** Allow a fellow Hero to use one of their special actions without spending Power. With your powers combined, everything is possible!

Depending on how complex the situation is, the Director could ask you to roll the dice to attempt the Team-Up, or determine that you simply need to give up your Action Roll to Help your friend.

In most cases, two Heroes cannot attempt to Team-Up with the same friend in the same Turn. However, the Director is free to allow it, if the scene feels plausible.

Doing a Team-Up is a great way to gain an extra die when facing Enemies with Extreme Defense or especially good protection.

ALL TOGETHER NOW!

Are you already thinking of bringing together all your superpower-wielding friends for a nice group Team-Up to overwhelm the Villain?

You'll be happy to learn that this super Team-Up already exists, it's called Assemble!
To learn more, keep reading this section, or fly straight to the chapter Assemble!

REACTION TURN

During a Reaction Turn, the Director describes the action of the Enemy and asks all Heroes involved in combat to make a **Reaction Roll** ☠.

This means that all Reaction Rolls made during combat are Dangerous Rolls. Seems obvious enough.

When facing an Enemy, the difficulty of Reaction Rolls ☠ is equal to the **Enemy Attack**.

This means that if you are fighting an enemy with Basic Attack, you must make a Basic Reaction Roll ☠ to avoid losing 1 Grit. If the Enemy has Critical Attack, then you must make a Critical Reaction Roll ☠ to avoid losing 3 Grit.

During combat, like in most other cases, you can spend smaller successes to do **Damage Control**.

If you have any doubt on the subject of Rolls ☠ and Grit loss, run back to the chapter **Dangerous Rolls** in **Section 4: FACE DANGER**.

If you have any doubt about what roll to ask the Heroes to make, here is a handy list of examples. Feel free to come up with your own Reaction Rolls, choose from this list, or even roll at the beginning of the Turn to randomize the Reaction.

1. The Enemies attack you with fists and metal bars. **Roll Brawn+Fight**
2. The Enemies shoot at you. **Roll Brawn+Stunt**
3. The Enemies try to grab or choke you. **Roll Brawn+Endure**
4. The Enemies try to push you the ground. **Roll Brawn+Force**
5. The Enemies hurl rocks and ruble toward you. **Roll Nerves+Stealth**
6. The Enemies try to surround you. **Roll Nerves+Awareness**

As a general rule, in most situations ALL Heroes taking part in the combat must make the same Reaction Roll. If a Hero is outside of the Enemy's range, the Director can decide that they automatically pass the Reaction Roll. At least until someone reaches them, or directs fire onto them.

EXTRA REACTIONS

During combat, you can use extra successes scored during your Reaction Turn to:

Extra Actions: During your Reaction Turn, you can still take all the normal extra actions, like getting behind cover or reloading a weapon. See Extra Actions in **Section 2: BASICS OF THE GAME**.

Captain Storm: *I use my first success to dodge the strike, and with my extra success, I want to pick up a weapon from the ground.*

Counter: If you score an extra success that is at least equal to the Enemy Defense, you can use it to counterattack. When you counter, the Enemy loses 1 Grit, just like they would with an attack.

For example, if you make a Reaction Roll ☠ against an Enemy with Critical Attack and Defense and score 2 Critical Successes, you can spend one success to defend yourself and one to counterattack and deal 1 Grit.

If you have the needed successes, you can even counter several times in one Turn.

Greystone: *I use my first success to dodge the strike, and with my extra success, I punch the Enemy straight in the face.*

Protection: If you score an extra success equal to the Enemy Attack, you can also choose to use it to protect another Hero who failed their roll.

For example, if you and a friend both make a Reaction Roll ☠ against an Enemy with Critical Attack, and you score 2 Critical Successes, you can spend one success to defend yourself and one to allow your friend to succeed in the roll.

However, you can NOT use smaller successes to do Damage Control on behalf of someone else.

Hyper Knight: *I use my first success to dodge the strike, and with my extra success, I pull Captain Storm back just before the laser can hit her. I probably saved her life, but I won't rub it in her face too often.*

SCENE 3 - GAME EXAMPLE - COMBAT

Director: *A squadron of rogue androids suddenly swoops down onto your base, clearly determined to get rid of you once and for all.*

ROGUE ANDROIDS 6

◉◉◉◉◉◉ **ATTACK:** CRITICAL **DEFENSE:** CRITICAL

Since they caught you by surprise, this combat begins with a Reaction Turn. The Enemy shoots rockets toward the ceiling, literally collapsing the base onto your heads. Everyone, roll Nerves+Stealth to avoid being crushed by the rubble.

Greystone: *"Why is it that every time we meet things end up exploding?" I roll and... nothing. Not even a Basic Success.*

Director: *The Enemy has Critical Attack, so Greystone, you are about to lose 3 Grit. But let's see if one of your comrades can help with that.*

Hyper Knight: *I roll the dice and score 1 Basic Success. Things would have been different if I had my suit. Since I designed this base myself, I try to run toward one of the mainstays, using my single success to do some Damage Control.*

Director: *You should lose 3 Grit, but thanks to your Basic Success, you can do Damage Control down to 2 Grit. Before we describe the outcome, let's see what the captain has in store.*

Captain Storm: *I roll the dice and finally score a nice Extreme Success.*

Director: *This success is equal to 3 Critical Successes, so you can use it to also protect your friends. But you can also use a Critical Success to counterattack the Enemy. Up to you.*

Captain Storm: *I don't even hesitate, I want to use my Extreme Success to save everyone.*
I toss my shield over Greystone, breaking the block of concrete that was about to bury him, and shield Hyper Knight with my body. I may not have armor, but I am tough.

Director: *Thanks to your help, neither of your friends loses Grit. But too early to celebrate, the fight has just begun. Let's move on to an Action Turn. Now it's up to you!*

Hyper Knight: *As a Quick Action, I spend 1⚡ to activate the Recall Special Action. My suit of hyper-tech armor literally flies to me, and I am ready to fight.*
I shoot an energy beam toward the androids and score a Critical Success. Take that!

Director: *Boom! One of the androids explodes and the Enemy loses 1 Grit.*

Greystone: *I want to return Captain Storm's favor by Teaming-Up with her. I want to use my Turn to throw her toward the androids at full speed.*

Captain Storm: *I graciously welcome Greystone's help. I let him throw me toward the Enemy and attack with one extra die.*
I score an Extreme Success. I'm on a roll today.

Director: *Flying through the air thanks to Greystone, Captain Storm literally pierces through the androids, cutting them in half with her duramantium shield. The Enemy loses 3 Grit, but now it's back to a Reaction Turn. Get ready.*

ASSEMBLE!

A Hero's problems don't end with Enemies and Villains trying to terminate their career, they must also deal with all manner of incidents, threats, calamities, crises, and small apocalypses standing in the way of their mission.

When the Heroes stand in the face of a problem that is too great, or too complex to be resolved with a simple Action Roll, the Director can state they will need to **assemble**.

When Heroes assemble, you get a dramatic Scene where all the Heroes join forces and coordinate their moves in order to deal with a catastrophic situation, like a cruise ship being torn in two, a train with no brakes about to derail, or an all-powerful opponent who just won't stay down.

In the ***OUTGUNNED*** corebook there is a special mechanic designed for chases which is called Need for Speed. Since the structure of assemble scenes is similar, the dedicated mechanic is called **Need for Team**.

NEED

Need represents a crucial objective that can only be reached through cooperation.

If the Heroes are dealing with a crumbling skyscraper, their Need is to save everyone in the area. If they must join forces to deal the final blow to the bad guy, their Need is to achieve victory.

During an assemble scene, **Need is represented by a line of boxes much like the ones used for Grit**. The harder the challenge, the more boxes of Need you'll have.

Once all the Need boxes are full, the Heroes have reached their objective.

The Director is tasked with determining the Need score of the assemble scene using the tips and prompts in the next pages as their benchmark.

> *The Director determines the Need for this Scene is 12. They take a piece of paper and draw 12 boxes.*

TEAMWORK

The Teamwork score represents the Heroes' joint efforts and how efficiently they can work together to find a solution.

A high Teamwork means that the Heroes are being effective and coordinated, and that they have everything under control. On the other hand, a very low Teamwork means that the Heroes' actions are not cohesive and could lead to failure.

When Heroes first assemble, **they take a numeric six-sided die and place it in the middle of the table** to represent their starting Teamwork, which is usually 1.

> *It's time to assemble, the Heroes stand together, shoulder to shoulder. Raizel takes a die and places it in the middle of the table with the number 1 facing up. That's the Heroes' Teamwork.*

At the end of each Turn, the Heroes fill in a number of Need boxes equal to their current Teamwork score.

The higher their Teamwork, the easier it will be for them to resolve the situation before it's too late.

HOW ASSEMBLE SCENES UNFOLD

Just like during combat scenes, assemble scenes are also composed of alternating Action and Reaction Turns.

ACTION TURN

During an Action Turn, the Heroes can try to raise their Teamwork score by taking actions that they think will help solve the situation.

Remember that Teamwork represents both how efficient the Heroes are, and their ability to work together as a unit. As such, Heroes can increase their Teamwork by either finding ways to solve the problem, or by finding ways to help their friends, making sure their efforts are successful.

> **Captain Storm:** *There's someone still inside! I want to run through the rubble to get into the building before it crumbles. I roll Brawn+Stunt.*
>
> **Raizel:** *I see the Captain diving in head-first, and try to use my magic to hold the crumbling structure together and make sure it doesn't fall on her head. I roll Smooth+Leadership.*

If a Hero scores a **Critical Success**, the Teamwork increases by 1.

With an **Extreme Success**, Teamwork increases by 2; and with an **Impossible Success**, Teamwork increases by 3.

A Hero who scores a **Jackpot!** finds a way to take control of the situation and coordinate all assembled heroes, achieving victory on the spot thanks to their leadership, the trust of their comrades, or to a brilliant plan.

If a Hero does NOT score at least a Basic Success, the Teamwork **decreases** by 1.

This means that their efforts are not enough to help, or that they hamper the plan, involuntarily getting in the way of their friends.

Keep in mind that Heroes are never forced to take an action to try to increase the Teamwork, and that they can also choose to use their turn in other ways, or to forgo their roll entirely.

At the end of each Action Turn, **the Director fills in a number of Need boxes equal to the Heroes' Teamwork**.

If there are Need boxes still empty, the scene moves on to a Reaction Turn.

REACTION TURN

Things get a bit more complicated during Reaction Turns, as all assembled Heroes must face a **Reaction Roll ☠**.

This roll can represent either an attack on the group of Heroes, or another danger caused by the extreme circumstances that spurred them to assemble, like a sudden fire, or a parapet giving way.

> **Director:** *The building starts to shake and big, heavy pieces of the stone structure start to fall all around you. Roll Crime+Awareness to dodge.*

For every Hero who fails their roll, the group loses 1 Teamwork.

Usually, Reaction Rolls ☠ made by assembled Heroes have **Critical Difficulty**, but the Director can also choose to make them harder or easier depending on the circumstances. Remember that all Reaction Rolls made while assembling are **Dangerous**. This means that whenever a Hero fails their roll, they also lose some Grit.

The minimum Teamwork score is 0. Each time your Teamwork should go below 0, the Director can clear a previously filled Need box.

IT'S NOT OVER YET!

Many superhero stories end with an epic fight between the Heroes and the bad guys, and most of the times that's absolutely fine! However, if you want to mix things up a bit, you can add an assemble scene immediately after the fight, turning it into the climax of your Shot.

Maybe the Heroes will need to join their powers in a single super-ray that will blow away the Villain after a grueling battle. Maybe, even if the Villain was defeated, there is still something or someone who needs saving before it's too late.

Any excuse to say... Assemble!

WHEN TO ASSEMBLE

The Director should call the Heroes to assemble only when the situation is truly dramatic or exciting, or when they want to underline a crucial moment in the story.

Usually, Heroes assemble when they must come together to save the lives of many people during a collapse, an explosion, or another emergent situation.

The end of a terrible fight against the Villain is another good spot for the Director to call the Heroes to assemble and coordinate their final attack, or to snatch from the Villain a dangerous item, like an Eternity Shard. This is a great strategy to draw out the fight, or to break the mold of classic combat scenes.

SETTING THE NEED

When Heroes assemble, the Director must set a Need score by choosing a number between 6 and 18. This score represents the number of Need boxes Heroes need to fill, in order to walk away with the win.

Setting the Need to 6 barely poses a challenge for most Heroes, while a Need of 8 or 12 is more common and can make an exciting assemble scene for everyone involved.

When Heroes assemble to reach a Need of 12 or above, they really have their work cut out for them, and things could go very wrong. They'll have to work for the win!

In any case, the Director is free to choose whether to reveal the Need to the Heroes or keep it secret.

STARTING TEAMWORK

The starting Teamwork is usually 1.

If a Hero has the **Team Leader** Feat, they can choose to make a heartfelt speech to the group in order to raise the Teamwork to 2.

Similarly, if the group includes Heroes who share a special **Bond** (see Experiences in **Section 7: WHAT HEROES DO**), they can share a meaningful moment, raising the starting Teamwork by 1.

VICTORY!

Once the Director has filled in all Need boxes, the Heroes have reached their goal. Victory!

If, at the beginning of an Action Turn, the Teamwork score is greater than the number of Need boxes that are still empty, the Director can choose to end the assemble scene in the Heroes' favor without asking for rolls.

DEFEAT!

When Heroes assemble, they can be defeated in 4 ways:

- **Lost all Grit:** If all Heroes lose all Grit, they no longer have the strength to keep fighting. The circumstances got out of hand, or they are too exhausted to proceed.
- **It's too late:** When Heroes assemble, the Director can choose to start a Countdown. If the Heroes do not reach their target in time, they lose.
- **Couldn't Go Any Worse:** Starting from the second Action Turn, if the Teamwork ever goes down to 0 and the Director has no full boxes to clear, the Heroes have lost. Their efforts only made things worse.
- **It's All Useless:** Regardless of the situation, Heroes can simply give up and accept the consequences of their failure.

COUNTDOWN

OPTIONAL RULE

When Heroes assemble, or at any time during the ensuing scene, the Director can announce the beginning of a Countdown. From that moment, Heroes have 2, 3, or 4 turns to fill up all Need boxes before the worst happens. If they fail, it's too late.

IN THE WAY

OPTIONAL RULE

When a Hero tries to help or coordinate with a friend, but fails to score even a Basic Success, their actions backfire. The target of the help suffers a **Hindrance** to their next roll instead. If this Hindrance causes them to fail, the Hero who tried to help looks **Like a Fool**.

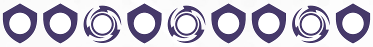
ASSEMBLE SPECIAL ACTIONS

Much like what happens during combat, the Director can choose to use **Special Actions** to make life harder for the assembled Heroes.

Here too, Special Actions are always optional, and should only be used in circumstances where the Director is looking to extend the scene, or to add an additional level of complexity and drama.

If you choose to use Special Actions in an assemble scene, you can turn up to 3 Need boxes into **Power Boxes.** After drawing the Need boxes, circle three boxes of your choice, or draw small sparks around them. Done. Now you have some Power Boxes in your Need track!

For example:



Up next, you find a list of Special Actions for assemble scenes, organized by level. When Heroes assemble, the Director can still choose to use a Special Action to Collect Power, in order to unleash bigger problems later on.

Please note: If, for any reason, the Director clears a previously filled Power Box, the Power Box loses its power and does NOT activate again when filled in a second time.

LVL 1 SPECIAL ACTIONS

Choose or roll one:

1. **Problems:** Something goes wrong for the Heroes. Teamwork drops by 1.
2. **Obstacle:** The Heroes must face or overcome an obstacle, they suffer -1 to the next Action Roll.
3. **Weakest Link:** All Heroes roll a numeric 6-sided die. The Hero who rolls the lowest is in a hard place and skips the next Action Turn.
4. **Blow-back:** The next Hero who makes a roll trying to raise the Teamwork must make a Critical Reaction Roll in Nerves+Cool immediately after. If they fail, they become Scared.
5. **Out of Reach:** The problem you're trying to solve is hard to reach. During the next Action Turn, only Heroes with the Teleportation Superpower or the Wall-Climber, Jump, or Flight Feat can try to increase the Teamwork.
6. **Collect Power:** The Director gains 1 Power.

LVL 2 SPECIAL ACTIONS

Choose or roll one:

1. **Big Trouble:** Everything is going wrong. Teamwork drops by 2.
2. **Collapse:** Something or someone falls on the Heroes. Heroes suffer -1 to all rolls during a Reaction Turn.
3. **Hindrance:** Until the end of the next Action Turn, the Heroes need a Help in order to attempt a roll of any kind.
4. **Effort:** Someone needs to spend 1 Power and make a superhuman effort in order to solve a pressing issue. If none of the Heroes is willing to do this, Teamwork drops by 1.
5. **Chaos:** Something or someone is unleashing chaos and the Heroes get separated. Roll a numeric 6-sided die, the result is your new Teamwork score.
6. **Collect Power:** The Director gains 1 Power.

LVL 3 SPECIAL ACTIONS

Choose or roll one:

1. **Desperation:** The situation is truly desperate. All Heroes must make a Critical Reaction Roll in Nerves+Endure. Those who fail become Defeated.
2. **Danger:** A fire, landslide, flood, or another dangerous emergency makes the Heroes' actions even more difficult. Each of them must choose whether to face the danger and become Hurt, or to pull back and lower the Teamwork by 1.
3. **Miscalculation:** The next Hero who spends 1 Power for any reason, will realize that their efforts are not enough, and they must immediately spend 1 extra Power. If they can't, they become Exhausted.
4. **Sacrifice:** To solve the situation, a Hero must intervene and make an impossible effort, or take a hefty blow, which will make them Powerless. If nobody sacrifices themselves, the Teamwork goes down to 0.
5. **Countdown:** The situation takes a sudden turn for the worse. Heroes have until the end of the next Action Turn to fill the Need, otherwise they lose.
6. **Power Explosion:** Catastrophe strikes the Heroes. The Director can fill in up to 10 of the Heroes' Grit boxes of their choice. For example, they can say that one Hero loses 6 Grit and another 4, or that 5 Heroes lose 2 Grit each, and so on.

SECTION SIX

WEAPONS & GEAR

WEAPONS & GEAR

Even if your colorful suit has no pockets, it doesn't mean that you can just waltz around trying to save the day with nothing to your name. Having the right gear is crucial for a Hero, as the right gear will always help you in your time of need. After all, it's way better to lug around a utility belt and not need it, than to need it when you don't have it!

In this chapter, you will learn everything you need to know about:

- **Gear:** The most important tools you can carry, things that can really grant a Help to overcome any obstacle in your path.
- **Weapons:** Guns, swords, and rifles that stand between you and your Enemies, and that can often spell the difference between life, and the worse alternative.
- **Gear Feats:** Like Heroes, gear and weapons can also have Feats to describe their distinctive traits.
- **Rides:** Bikes, cars, planes, and boats that will take you on a ride for your mission.
- **Cash:** Money can't buy happiness, but it can buy clothes, weapons, and favors. Cash represents the little nest egg you have saved up, which you can spend to make your life easier.
- **Gadgets:** Weapons, suits, and all other hyper-technological or magical gear are called Gadgets. These accessories are beyond rare, and they can transform even a mere mortal into a true superhero.
- **Eternity Shards:** The rarest and most precious items in the Universe are the 6 Eternity Shards. Colorful gems with cosmic powers.

HELP GRANTED BY GEAR

Most pieces of Gear grant you a Help in specific circumstances. For example, the lockpicking set grants you Help when you're trying to pick a lock, while the flashlight grants Help to see in the dark.

As a general rule, **Help grants you +1 to a roll**, but in some cases, it can also allow you to gain an automatic success.

To learn more about this topic and how to use Help in creative ways, go back to chapter **Help & Hindrance** in **Section 3: BASICS OF THE GAME**.

STARTING GEAR

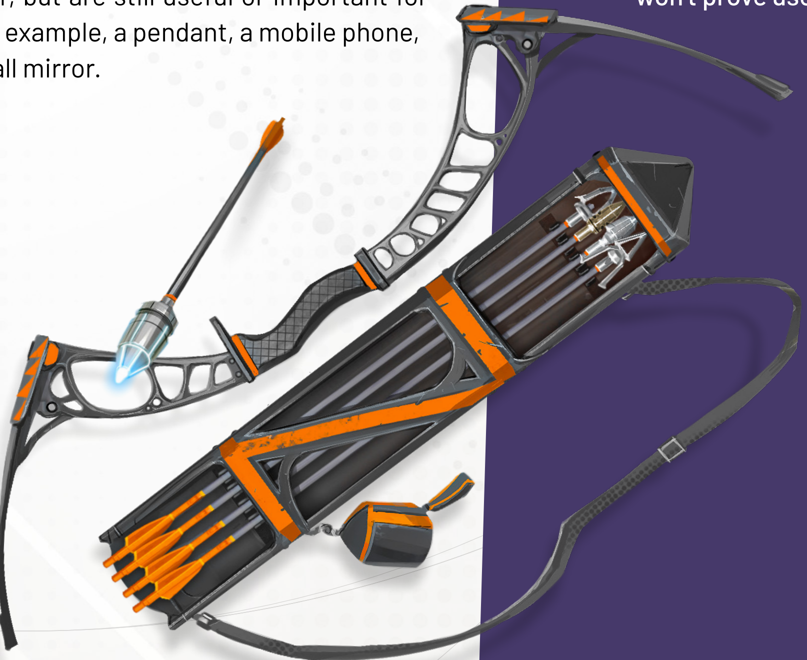
When creating your Hero, you are free to buy weapons, gear, and rides for a total value of 4 $.

Additionally, you can mark on your sheet up to 3 everyday items that aren't considered guns and gear, but are still useful or important for you. For example, a pendant, a mobile phone, or a small mirror.

COMMON ITEMS

Any item that you use in your everyday life, like for example a hat, a diary, a deck of cards, or a phone, is considered a common item.

These pieces of gear are not always a Help or a Hindrance, and in most cases, they can be acquired without spending Cash. But this doesn't mean that they won't prove useful!



GETTING GEAR

You can get extra pieces of gear and weapons by paying Cash, or by borrowing them from defeated Enemies.

During your mission, you might also happen to help some supporting characters, who could choose to thank you by giving you some nice gear. Obviously money is not the reason you became a Hero, but refusing gifts is rude!

Unlike other pieces of gear, Gadgets can only be acquired by picking the Gadget Feat at character creation or during an Advancement.

LOSING GEAR

You can lose gear as a consequence of your failure, or you can choose to sacrifice it to gain Help to a roll that you think is extremely important.

For example, when you fail a roll to escape from pursuers, the Director could decide that, in your rush, you left behind a crucial piece of gear. And when you need to break through a wall or barricade, you can choose to run your car into it, destroying the ride in exchange for a Help.

3$	**Boat**	Nautical Ride. Speed 0
2$	**Bow**	Single Shot. Silent. Allows you to shoot arrows
3$	**Elegant Clothes**	Grant Help for stylish occasions but are a Hindrance to movements
2$	**First-aid Kit**	Grants Help to treat wounds
1$	**Flashlight**	Grants Help to see in the dark
1$	**Grappling Hook**	Grants Help to climb and swing
2$	**Grenade (1)**	Throwing Weapon. Explosive
4$	**Helicopter/Plane**	Flying Ride. Speed 1
2$	**Laptop**	Grants Help to find information on-line and connect to networks
2$	**Laser Pistol**	Energy Weapon
4$	**Laser Rifle**	Energy Weapon. Maximum Power. Allows you to Shoot with +1
1$	**Lighter**	Grants Help to light a fire
2$	**Lockpicking Set**	Grants Help to open locks or padlocks
1$	**Mace/Hammer**	Melee Weapon. Impact
3$	**Machine Gun**	Firearm. Rapid Fire. Allows you to Shoot with +1
3$	**Motorbike/Car**	Ground Ride. Speed 0
4$	**Motorboat**	Nautical Ride. Speed 1
1$	**Pistol/Revolver**	Firearm
2$	**Rifle**	Firearm. Allows you to shoot with +1
4$	**Rocket Launcher**	Single Shot. Slow Reload. Explosive. Allows you to Shoot with +1
2$	**Shotgun**	Firearm. Slow Reload. Impact. Allows you to shoot with +1
1$	**Shuriken (3)**	Throwing Weapon. Silent
2$	**Silencer**	Grants the Silent Feat to a pistol or rifle
4$	**Sporty Motorbike/Car**	Ground Ride. Speed 1
2$	**Sword/Axe**	Melee Weapon. Sharp
1$	**Toolbox**	Grants Help to repair rides and items
1$	**Mags**	2 Mags for a type of weapon of your choice
2$	**Projectiles**	10 arrows for a bow, or 1 missile for a rocket launcher

*Whenever you buy a gun, you always get one Mag for free. On the house!

WEAPONS

There are 3 types of weapons: melee weapons, ranged weapons, and super-weapons.

- **Melee weapons** offer no special benefit during combat, unless you can rely on the training you need to use them properly.
  If you have the **Battleborn** Superpower or the **Trained Fighter** Feat, then a melee weapon can be lethal in your hands. But if you're just an ordinary person, you should probably put down that katana before you poke someone's eye out!
  Using a melee weapon usually requires rolls in Brawn+Fight.

- **Ranged weapons** allow you to hit Enemies standing far away from you. As a general rule, most ranged weapons that require two hands to be used, like rifles and rocket launchers, grant you +1 to rolls made to shoot.
  Ranged weapons are divided into firearms, energy weapons, and throwing weapons. To learn more about these classifications, refer to the list of **Gear Feats** in the next page. Some special weapons, like bows and rocket launchers, don't fall into any of these classifications, but are still considered ranged weapons.
  Using a ranged weapon usually requires rolls in Nerves+Shoot.

- Finally, **super-weapons** are natural, magical, or hyper-technological weapons that you gain thanks to your Superpower. To learn more, go to **Section 2: SUPERPOWERS & FEATS**.
  Even if they are not listed in this chapter, super-weapons rely on the same Gear Feats listed in this section.
  Usually, when you use a melee super-weapon, like the Claws, you roll Brawn+Fight, and when you use a ranged super-weapon, like the Arcane Missile, you roll Nerves+Shoot.

FIREARMS

Firearms require loaded mags in order to shoot.

Usually, there are only 4 things that can cause your firearm mag to run out:

- **Failure:** When you fail a roll to shoot, you lose one mag. It means that you just kept shooting without really hitting your target, or that your weapon jammed or misfired.
- **Full Auto:** When you voluntarily empty a mag against your Enemies to gain +1 to the roll.
- **Covering Fire:** When you shoot in all directions to force your Enemies to keep their heads down. Your friends (not you) gain +1 to their next Reaction Roll. When you lay down covering fire, you use your full turn and make no Action Roll.
- **Bad Luck:** As a consequence of a failure, the Director can state that one or more of your mags were lost, taken away, or that they became unusable.

To reload a weapon, you need a Quick Action. When all your mags are gone, you must get more either by paying Cash or by stealing them from defeated Enemies.

ENERGY WEAPONS

Energy weapons don't need mags and are never unloaded.

You can choose to **overload** an energy weapon to lay down covering fire or gain +1 to a roll to shoot. Once overloaded, the weapon overheats and becomes useless for the next Turn.

Energy weapons that can rely on the Maximum Power Feat can be overloaded twice before overheating.

GEAR FEATS

ENERGY WEAPON

You can use this weapon to shoot energy beams within range.

You can overload the weapon to lay down covering fire or gain +1 to your next roll. After being overloaded, the weapon overheats and becomes useless for a Turn.

EXPLOSIVE

The weapon has a great explosive power, it grants Help to tearing down obstacles, gates, rides, and walls.

Enemies hit by a weapon with this Feat always lose 1 extra Grit, but Heroes who stand too close to the target run the risk of getting Hurt.

FIREARM

You can use this weapon to shoot bullets within range. When you fail a roll to shoot, you lose one mag. You can also choose to voluntarily empty a mag to lay down covering fire or gain +1 to your next roll.

Reloading a firearm requires a Quick Action.

IMPACT

The weapon grants Help to crashing doors and other objects, as well as to pushing back Enemies.

MAXIMUM POWER

The weapon ignores cover and the **Indestructible** Enemy Feat.

Energy weapons with this Feat can be overloaded twice before overheating. This counter resets if the weapon goes unused for an entire Turn.

MELEE WEAPON

If you are not trained to use it, this weapon grants you no special advantage, but it can be instrumental for Heroes with the **Battleborn** Superpower or the **Trained Fighter** Feat.

PERFECT

The weapon is perfectly balanced and extremely precise. When wielding a Perfect weapon, you can ignore the **Indestructible** Enemy Feat.

RAPID FIRE

When laying down Covering Fire you also gain +1 to your next Reaction Roll.

SHARP

The weapon grants Help to cut ropes, and to open a path through vegetation.

SILENT

The weapon is quiet. When shooting, you don't alert Enemies and don't reveal your position.

SINGLE SHOT

The weapon uses single projectiles, like arrows or rockets, and needs to be reloaded after each shot. Reloading a single shot weapon requires a Quick Action.

SLOW RELOAD

The weapon requires a longer time to be reloaded. You need a Full Action instead of a Quick Action in order to reload.

THROWING WEAPON

When using this weapon, you can roll Crime instead of Nerves. Recovering a throwing weapon on the ground near you requires a Quick Action.

RANGE

In Outgunned Superheroes, the distance between Heroes and their Enemies and the range of weapon is managed completely through description, relying on the theater of the mind.

In the Outgunned corebook, you can also find advanced rules to manage different ranged weapons with some added complexity, keeping track of ranges. You're free to choose your play-style.

RIDES

Classic cars and motorcycles from hell, flying military bases and broken-down ambulances, stylish black race-cars with bat wings and simple rowboats for a romantic picnic, rides and super-rides are always ready to take the Heroes wherever their mission requires.

TYPES OF RIDES

There are 5 types of rides: cars, bikes, nautical, flying, and armored.

Bikes: Bikes are extremely cool rides that can dart easily through traffic and can carry one or two passengers. At least, legally speaking.
A racing motorbike, a chopper bike, a dirt bike, a snowmobile, a vespa.

Cars: Cars are all rides with four or more wheels that can move on roads or off road. This type of ride encompasses hatchbacks, but also buses and Formula 1 cars.
A racing car, an MPV, a jeep, a truck with a trailer, an ambulance.

Nautical Rides: Nautical rides are all vehicles that can travel on water propelled by a motor, by sails, or by the strong arms of rowers.
A boat, a speedboat, a steamship, an inflatable raft, a yacht.

Flying Rides: Flying rides are all vehicles that can take to the skies thanks to their wings, propellers, or balloons filled with hot air.
A plane, a helicopter, an airship, a fighter plane, a hang-glider, a Boeing airliner.

Armored: Armored rides are large war machines outfitted with impenetrable armor plating, able to travel on all kinds of terrain. Armored rides are rare and require special permits, as such, they cannot be acquired with Cash.
An armored van, a crawler, a tank, a large caterpillar.

A ride can have more than one of these types. For example, a taxi is simply a car, but a hovercraft is both a car and a nautical ride. A seaplane, on the other hand, is both a flying and nautical ride.

Knowing the type of a ride will help the Director decide where you can go and how many passengers you can carry. Additionally, it might give them an idea of the circumstances under which they can grant situational bonuses or penalties.

For example, a bike rider facing a huge traffic jam might get a sweet Help thanks to the agility of their two-wheeled ride. On the other hand, the poor Hero who is left driving a plane down the highway will have to suffer an honest Hindrance considering how out of place their ride is.

GETTING A RIDE

Most common rides, like bikes, cars, and nautical rides with a speed score of 0, can all be bought for 3$. Exclusive rides, like race-cars and planes with speed 1 cost 4$.

All other rides that are either rarer or faster, like super-rides, cannot be bought with Cash alone, they need to be acquired in play, or by choosing the Super-Ride Feat.

The Director can also allow the Heroes to own a group ride, like for example an old cargo starship or a refurbished van turned mobile home. These rides are rarely in great conditions, and always have speed 0.

RIDE SHEET

On your Hero Sheet, there's a small section dedicated to your ride where you can note down the **type**, **speed**, and **armor** of your chosen vehicle.

When you get a ride, note down its speed in the middle odometer, and circle the symbol or symbols for its type.

ARMOR

Rides can rely on 3 Armor points to represent their resilience and the number of blows they can withstand before going up in flames.

On your Hero Sheet, Armor points are represented by 3 shields. Whenever your ride loses 1 Armor, you must fill in one of those shields.

When all shields are full, the ride begins to smoke and act up. The next time the Ride should lose Armor, it explodes spectacularly, and all Heroes still on board lose 6 Grit.

Some rides are in especially bad shape, and they might come into play with 1 or 2 Armor boxes already filled. Armored rides, on the other hand, can rely on 3 additional Armor boxes to represent their impenetrable plating.

A ride can lose Armor as a consequence of a failure, or when they take an especially big hit. In desperate situations, a Hero can also choose to push a ride to its limit, sacrificing 1 Armor in order to gain +1 to a roll.

A Hero can repair their ride, given the right amount of peace and quiet. For example, they can make a roll in Focus+Fix during a Time-Out. If they score a Critical Success, the ride recovers 1 Armor point, and with an Extreme Success, it recovers 2. With an Impossible Success, the Ride recovers all lost Armor.

SPEED

Each ride has a speed score of 0, 1, or 2. This represents the number of extra dice the driver can roll when driving at top speed to run away from someone, or to reach someone.

Most common rides – subcompacts, street motorcycles, boats, and tourist planes – have a speed score of 0.

Rides with a speed score of 1 are really fast, things like sporty convertibles, racing bikes, and high-level speedboats. Rides with a speed score of 2 have an unreal acceleration and are usually full-fledged super-rides.

SUPER-RIDES

Super-rides are flaming bikes straight out of Hell, armored black cars that fly on the streets, and jets that can dive underwater as if they were submarines.

You can gain one of these extraordinary rides by choosing the Super-Ride Feat at character creation, or during an Advancement, or by getting it directly during your mission.

Super-rides that are magical or mystical in nature cannot be repaired through normal means, but they recover all Armor at the end of a Time-Out.

Each super-ride belongs to a single type of your choice, and has speed 1.

Additionally, all super-rides have one of the following Feats:

- **Tank:** The ride is considered armored, in addition to its type, and comes with built-in machine gun and rocket launcher. The driver can use these weapons on their own while driving, but they roll with -1.
- **Rocket:** the ride has speed 2.
- **Transforming:** The ride can change from its base type to a secondary type. For example, going from flying to nautical, or from car to flying, and so on. It takes a Quick Action to change type.

ADRENALINE-PUMPING CHASES

In the Outgunned corebook, you can also find advanced rules to manage chases, and you can easily port them in to your Outgunned Superheroes game.

If you opt to use these advanced rules, ignore the paragraph on speed you find here and swap it with the same paragraph in the Outgunned corebook. As easy as that!

CASH

There are things that money can't buy, like a duramantium shield or a levitation cape. For everything else, there's **Cash ($)**!

WHAT CASH IS

Cash represents the money that you carry around, or that you have easy access to. Each $ doesn't represent a specific sum in dollars, it's a generic unit that represents your buying power. Banknotes in your wallet, watches you can pawn, and loose change can all be represented by your Cash.

You can have up to $5, and you can spend it to buy gear, information, or other useful services.

WHAT CASH IS NOT

Cash is not an indicator of your general wealth or social status, but simply a resource you can spend to pay for goods and services while on your mission.

In any case, your Cash doesn't tell you if you're rich or not. It simply tells you which benefits you can get by spending or pawning the money or valuables you carry around.

If you have $1, you're not necessarily down on your luck. Maybe that Cash is everything you have to live on, but it could also represent the loose banknotes left in your wallet now that you can no longer use your credit card for fear of being tracked by S.T.O.R.M.

EARNING CASH

All Heroes start the game with $1 in their pocket, and they can decide to spend it immediately to buy some additional gear. Some Roles and Tropes grant you the Unlimited Funds Feat, which grants you additional Cash, either hard-earned or inherited.

During your mission, you can get additional Cash by selling some of your possessions, or simply by borrowing it from your beloved enemies.

Anyway, it's hard for a Hero to get their hands on more than $1 at a time, unless they get their hands on a briefcase full of money or something like that. And when you re-sell an item, most buyers will only be willing to pay one third of the initial price. For example, buying a gun costs $1, but to get that same $1 you will need to sell 3 guns at once. And the buyer will insist they are doing you a favor!

SPENDING CASH

You can spend your Cash to buy new gear or services, to bribe somebody, or to pay for a luxury dinner or some medical expenses. Everything you can buy has a price between $1 and $4.

- **$1:** Gear and services for everyday use or of little consequence.
  A toolbox, a pistol, or a little kickback for the bouncer.
- **$2:** More expensive gear and services, things not everyone can afford.
  A laptop, a rifle, safe passage through a border.
- **$3:** Very expensive or hard to find gear and services.
  A boat, a machine gun, a flight on a private jet.
- **$4:** Luxury gear and services, rare items, or specific requests.
  A racing motorcycle, a rocket launcher, private use of an entire 5-star hotel.

All gear and services that cost more than $4 cannot be bought with money and must be earned by taking on side assignments, granting favors to the right people, stealing from the bad guys, or in some other way.

Obviously, spending your fortune is not the only way for you to lose Cash. On your adventure, you run the risk of losing Cash because of a failure that causes you to leave your wallet behind, or because you get robbed or captured by the enemy.

SOME THINGS ARE FREE

Cash allows Heroes to solve some thorny situations just by forking over a little money. If you want the bouncer to turn a blind eye, or you need to dress up for the most exclusive party of the century, spending Cash can be a great shortcut.

But for all more trivial expenses and services that don't really matter to the mission, like a dinner among friends, a change of clothes, or some stationery, you don't need to spend any Cash. It's on the house!

GADGETS

So, you're looking for a duramantium shield that will bounce back to you whenever you throw it at an enemy. That's all?

Maybe you need a device that shoots synthetic webs onto the New York skyscrapers and, why not, a golden whip that forces people to always tell the truth!

Each Gadget is one-of-a-kind, and they are all extremely useful. The perfect ally for a Hero who needs to get ahead.

Up next, you will find 15 Gadgets:

Duramantium Shield
Duramantium Weapon
Flying Cape
Jet Boots
Jet Drone
Mighty Weapon
Portal Ring
Psychic Helmet
Re-sizers
Special Arrows
Spiderweb
Stinger
Super Suit
Utility Belt
Whip of Truth

However, you can always come together to create your own original Gadgets, designed to fulfill the needs of your Heroes.

GAINING A GADGET

Gadgets are extremely rare, and they cannot be bought using Cash.

You can only gain a Gadget by choosing the **Gadget** Feat at character creation or during an Advancement.

Additionally, in rare and exceptional cases, the Director could allow you to find or build a Gadget you need during your mission. However, this is more of an exception than a rule.

LENDING A GADGET

Gadgets are notoriously fickle and difficult to use. This means that they can't be used easily by anyone other than their rightful owner, and become a **Hindrance** to everybody else.

LOSING A GADGET

In most cases, a Gadget can't be lost for random reasons like other normal objects. If you run the risk of dropping your duramantium shield due to a failure, the Director can allow you to burn 1 Grit or 1 Power to immediately pick it back up.

If, for any reason, you really lose your Gadget, you will have to find a way to recover it or re-build it during a Time-Out. To learn more about Time-Outs, go to the dedicated chapter in **Section 7: WHAT HEROES DO**.

Anyway, losing a Gadget is a serious matter, and it could take you a whole side-mission in order to put things to rights.

DURAMANTIUM

Duramantium is the hardest, most resistant alloy in the World and possibly in the whole Universe. The most fateful weapons, shields, and armor of the Multiverse are almost invariably made of duramantium, as are the vessels needed in order to contain the Eternity Shards.

As far as we know, duramantium is completely indestructible, and can only be smelted with divine or futuristic technology.

LIST OF GADGETS

DURAMANTIUM SHIELD

The Duramantium Shield is a one-of-a-kind, almost indestructible item.

When raised, the shield grants you Partial Cover. You can throw the shield with a roll in Brawn+Shoot. If you score at least a Basic Success, the shield bounces back into your hand.

Duramantium Shield	Melee Weapon. Bounces back when thrown

DURAMANTIUM WEAPON

Duramantium Weapons are extremely rare, and often legendary or hyper-technological in nature.

A Duramantium Weapon is a melee weapon with the Perfect Feat, plus either the Sharp or Impact Feat.

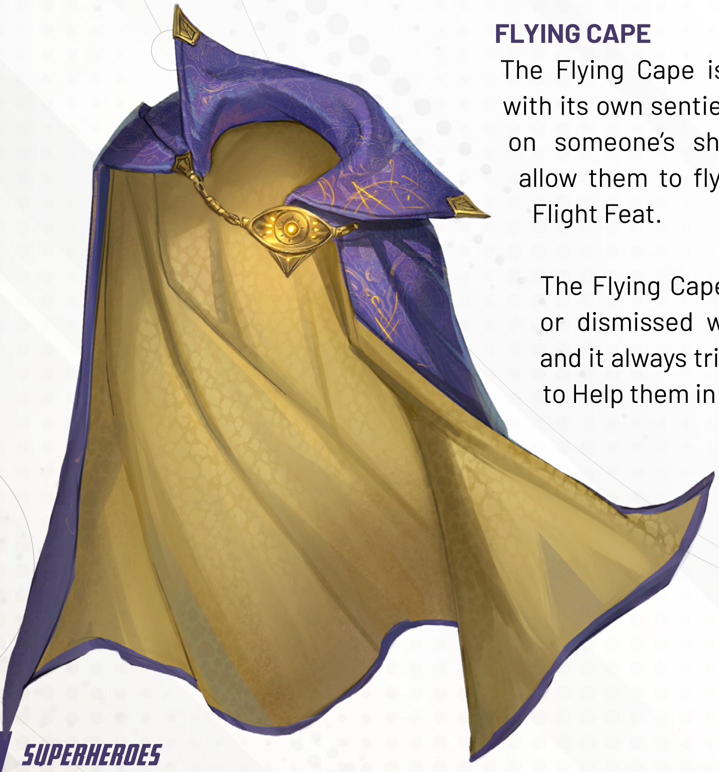
A Duramantium Weapon can cut through any metal (except duramantium), as such, it allows you to ignore all Enemy armor and protections.

Duramantium Weapon	Melee Weapon. Sharp or Impact. Perfect

FLYING CAPE

The Flying Cape is a magical artifact with its own sentience, it can set itself on someone's shoulder in order to allow them to fly, as if they had the Flight Feat.

The Flying Cape can be summoned or dismissed with a Quick Action, and it always tries to fly to its owner to Help them in their time of need.



JET BOOTS

Jet Boots allow you to make huge leaps and to fly as if you had the Flight Feat.

On the outside of the boots, there is a metal disk that can be detached and placed on your ear. When you do this, it turns into a mask that allows you to breathe underwater and in space.

JET DRONE

The Jet Drone is a flying robot invisible to radars that can be used to do reconnaissance from above, and to send a direct feed to the owner.

So long as the Jet Drone remains on your back, you can fly as if you had the Flight Feat. Hitching onto the Jet Drone requires a Quick Action.

MIGHTY WEAPON

The Mighty Weapon is a magical or divine artifact imbued with magical energy or elemental power.

The Mighty Weapon is a melee weapon with either the Sharp or Impact Feat, which is also capable of unleashing bursts of elemental or magical power.

As a Quick Action, you can recall the Mighty Weapon to you, it will fly straight to you at top speed.

Mighty Weapon	Melee Weapon. Sharp or Impact
Power Burst	Energy Weapon

PORTAL RING

The Portal Ring is an ancient artifact that can only be used by Heroes with Divine, Myth, or Arcane as their Origin.

This ring allows you to open or close portals to any other known location on the planet where you are currently located. It takes a Full Turn to open a portal. Until you close the portal, anyone can cross it, friend or foe.

Here and there ⚡: **[Quick Action]** You can spend 1 Power to open two connecting portals in two different spots you can see. The portals stay open until the Scene ends, you run out of Grit, or you choose to close them.

PSYCHIC HELMET

Whoever wears this helmet is protected from all effects of mind powers, they cannot be mind-controlled and their mind can't be read telepathically.

RE-SIZERS

A Re-sizer is a small metal disk that can be thrown somewhere or attached to an object, and it shrinks or enlarges a target until the end of the Scene.

You can have up to 2 Re-sizers at a time. During a Time-Out, you can spend one of your actions to re-build one or two spent Re-sizers.

If you re-size a ride, people on that ride are also re-sized, but they cannot leave the ride until it is restored to its original size.

SPECIAL ARROWS

A quiver of hyper-technological or magical arrows with special effects.

Once per Scene, you can shoot a Special Arrow at random among 6:

1. **Trick Arrow:** Even if you fail the roll, the Enemy still loses 1 Grit.
2. **Barrier Arrow:** The arrow creates an energy barrier that can be used as an obstacle or as Partial Cover.
3. **Sonic Arrow:** The arrow releases a sonic impulse that confuses the Enemy, removing one random Enemy Feat for 3 Turns.
4. **Grappling Arrow:** Grants Help to climb, swing, or slow down a fall.
5. **Shock Arrow:** Temporarily paralyzes a target, or puts an electronic device out of commission.
6. **Explosive Arrow:** Your bow gains the Explosive Feat.

Favorite Arrow ϟ: [Quick Action] You can spend 1 Power to notch a Special Arrow of your choice. You can take this action more than once on the same Scene, so long as you have Power to spend.

SPIDERWEB

An extremely compact device that allows you to shoot synthetic spiderwebs that will stick to any surface.

The Spiderweb is a ranged weapon that grants Help to swing, grab distant items, and restrain Enemies.

Every time you fail a roll to use your Spiderweb, mark down an X on your Sheet next to this Gadget. When you mark the third X, you've run out of spiderwebs.

You can reload your spiderwebs for free at the beginning of a Time-Out, so long as you have the right ingredients and tools.

Spare Spiderweb ϟ: [Quick Action] You can spend 1 Power to erase one X from your Spiderweb Gadget.

STINGER

The Stinger is an easy-to-hide glove or bracelet that does not require a free hand to be used and can shoot non-lethal shock darts.

Stinger Energy Weapon. Silent. Allows you to shoot only in close range

SUPER SUIT

The Super Suit is a hyper-technological or magical superhero costume, which is entirely made of duramantium or another bulletproof material.

Heroes who wear a Super Suit gain +1 to all Reaction Rolls to dodge attacks from ranged weapons.

UTILITY BELT

The Utility Belt is outfitted with many pockets and accessories that can come in handy in a variety of situations.

When wearing the Utility Belt, you can use each of these accessories once:

- **Tracker:** Attaches to any surface and allows you to follow the movements of a target.
- **Portable Grappling Hook:** Grants Help to climb.
- **Shuriken:** Throwing Weapon. Silent.
- **Beacon:** Allows someone else to keep track of your position.
- **Mag:** A mag for any weapon.
- **Useful Tools:** Counts as your choice of a First-aid Kit, Lockpicking Set, or Toolbox.
- **Re-breather:** Allows you to breath underwater, or filters out noxious gas for a Scene.
- **Handcuffs:** Grants Help to restrain a target.

All accessories in the Utility Belt reset at the beginning of a Time-Out.

WHIP OF TRUTH

The Whip of Truth is a divine melee weapon that emits golden light. Whoever is wrapped up in this legendary weapon cannot lie.

Whip of Truth Melee Weapon

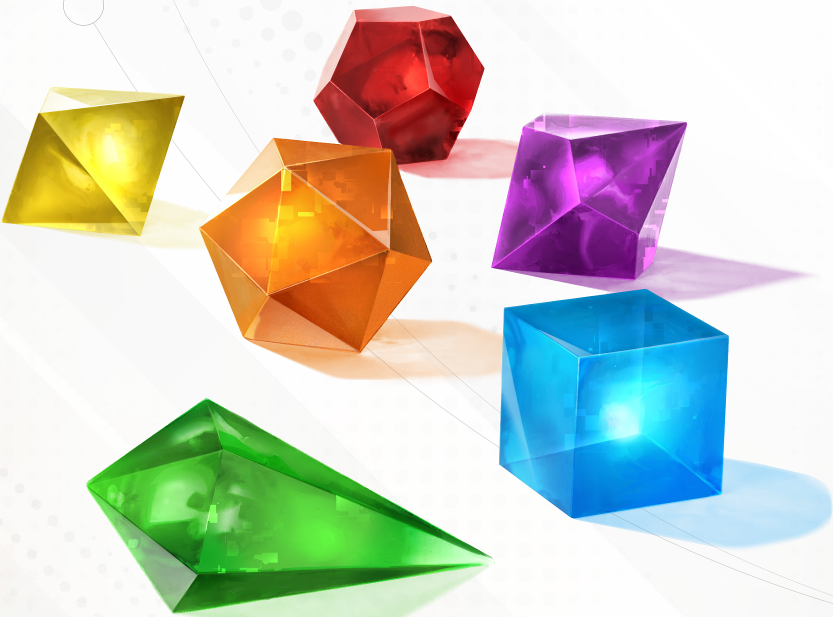
THE ETERNITY SHARDS

The Eternity Shards are legendary crystals that exist since a time before time and space. They are **glistening gems of pure cosmic energy**, that can grant great powers to anyone strong enough to wield them.

There are 6 Eternity Shards, each of them equally powerful yet unique:

- **The Change Shard:** Can control the fabric of reality.
- **The Force Shard:** Can unleash an endless force.
- **The Mind Shard:** Can control minds.
- **The Space Shard:** Can bend space.
- **The Spirit Shard:** Can control the souls of the living.
- **The Time Shard:** Can manipulate time.

In the upcoming pages, you will find a detailed description for each Eternity Shard, and the benefits they can offer to Heroes or Villains.



GAINING A SHARD

There is no Superpower and no Feat that can grant you access to an Eternity Shard. If you want to get your hands on one, you will need to find it and get it yourself during your mission.

A Villain can get their hands on an Eternity Shard during the adventure, but they can also have one from the very beginning, if they choose the **Strong Spot** Eternity Shard. To learn more about **Villains** and their Strong Spots, go to chapter The Villain in **Section 7: WHAT HEROES DO**.

Be very careful, because if a Villain manages to gather all six Eternity Shards, they would become practically invincible.

USING A SHARD

Only the Heroes and the Villain can properly use an Eternity Shard. To use a Shard, you need to roll a **numeric die with 4, 6, 8, 10, 12, or 20 sides**.

When a Hero wields an Eternity Shard with their bare hands, they inevitably lose 10 Grit each Turn. Only a Hero with **Divine** or **Eternal** Origin can avoid the loss of grit that comes with using an Eternity Shard without a **vessel**.

No Hero, regardless of their Origin, can touch two or more Eternity Shards at the same time without automatically becoming both **Broken** and **Powerless**.

VESSELS

Over the centuries, vessels have been created to allow people to harness the power of Eternity Shards. These legendary artifacts are often kept hidden in remote locations and impregnable fortresses, but thanks to their supernatural characteristics, they can allow their wielder to tap into the power of an Eternity Shard without crumbling into dust. To learn more, go to the end of this section.

CHANGE SHARD

IN THE HANDS OF A HERO:

A Hero can use the Change Shard to control reality and create illusions that deceive all senses. The Change Shard allows them to change appearance, and transform any piece of animate or inanimate matter, changing either its shape or substance.

The effects of the Change Shard remain active for 1d8 Turns.

IN THE HANDS OF THE VILLAIN:

The Villain gains the **Shapeshifter** Enemy Feat, and can manipulate reality, transform matter, and create perfect illusions.

Additionally, they can use the LVL 1 Special Action:

Change: The Villain transforms a Hero or their weapon, imposing on them any Condition, either existing or created by the Director.

FORCE SHARD

IN THE HANDS OF A HERO:

A Hero can use the Force Shard to unleash devastating blows, capable of destroying anything, and even of breaking duramantium.

Using a Full Turn, a Hero can focus enough energy to destroy any barrier, ride, or structure.

During combat, a Hero can spend 1⚡ to load either their body or a favored weapon with enough force to unleash a fierce attack. If the strike finds its mark, the Enemy loses 1d12 Grit.

IN THE HANDS OF THE VILLAIN:

The Villain gains the **Super-Strength** Enemy Feat, and can easily destroy any inanimate object.

Additionally, they can use the LVL 1 Special Action:

Ruin: The Villain infuses force into one attack. Heroes who fail to score at least a Critical Success during the next Reaction Roll ☠ become Broken. The others still lose 1 extra Grit.

MIND SHARD

IN THE HANDS OF A HERO:

A Hero can use the Mind Shard to probe the minds of people, changing their impulses and wishes, and controlling the way they act.

With a Quick Action, a Hero can read the mind of a person and interfere with it in order to gain a Help.

A Hero can spend 1ϟ to take control of an opponent or another Hero for 1d10 Turns, or to gain mental control of 1d10 supporting characters.

IN THE HANDS OF THE VILLAIN:

The Villain gains the **Mind Reader** Enemy Feat, and can read the mind of other people, and even control the way they act.

Additionally, they can use the LVL 2 Special Action:

Pawn: The Villain takes control of a Hero. The Hero must fight for the Villain and follow their orders until they become Broken, or until their allies find a way to set them free.

SPACE SHARD

IN THE HANDS OF A HERO:

Using a Full Turn, a Hero can use the Space Shard to teleport themselves and up to 6 other people to any other place in the Universe.

To use the Space Shard, roll 1d6:

- **1-2:** You arrive a few kilometers away from your destination, in a difficult or unfavorable situation.
- **3-4:** You arrive near your destination.
- **5-6:** You arrive at your destination without a hitch, landing exactly where you wanted to.

Before rolling the die, you can spend 1⚡ to add 1 to the result of your roll.

IN THE HANDS OF THE VILLAIN:

The Villain gains the **Teleporter** Enemy Feat, and can teleport and open portals to any other place in the Universe.

Additionally, they can use the LVL 1 Special Action:

Teleportation: The Villain disappears, reappearing behind the Heroes. All Heroes who have yet to act lose their Turn, the next Reaction Turn starts immediately.

SPIRIT SHARD

IN THE HANDS OF A HERO:

A Hero can use the Spirit Shard to contact mortal souls, control them, or absorb them.

A Hero can spend 1⚡ to share their life energy and heal another living being or a fellow Hero. The target of the healing recovers 1d20 Grit, but the Hero using the Shard loses half that amount of Grit (rounded down).

Using a Full Turn, the Hero can snuff the life of 1d20 creatures without superpowers, absorbing their souls to gain that many temporary Grit points. This could cause their Grit to exceed the boxes marked on the Hero Sheet.

By spending 1 Spotlight, the Hero can grant a soul to an inanimate creature for 1d20 Turns.

IN THE HANDS OF THE VILLAIN:

The Villain can communicate with mortal souls, control them, or absorb them.

Additionally, they can use the LVL 3 Special Action:

Resurrection: The Villain snuffs the life of a large number of living beings in their vicinity and recovers all Grit, or brings someone back to life as their servant.

TIME SHARD

IN THE HANDS OF A HERO:

A Hero can use the Time Shard to manipulate the flow of time.

Using a Quick Action, a Hero can rewind time for a single inanimate object, causing it to grow older or newer quickly, or repairing it on the spot.

A Hero can spend 1⚡ to rewind time for everyone but themselves. When they do this, things go back 1d4 Turns, and the other Heroes and Enemies regain all Grit and resources they lost in those Turns.

By spending 1 Spotlight, the Hero can also go back 1d4 Scenes or Days.

IN THE HANDS OF THE VILLAIN:

The Villain can manipulate the flow of time.

Additionally, they can use the LVL 1 Special Action:

Rewind: The Villain goes back in time to avoid being struck by an attack and ignores the loss of Grit, to cause a Hero to repeat a Reaction Roll, or to recover something that was stolen or destroyed.

VESSELS

If a mortal were to hold one of the Eternity Shards with their bare hands, they would most likely be disintegrated on the spot by its infinite power.

Fortunately, in the Universe there are vessels, that is, various different artifacts created to withstand and contain the power of a Shard.

Vessels can take the form of a glowing cube, a scepter, a pendant, or a crown. Some of these items have divine or magical origins, others are the product of incredibly advanced or alien technology. And all of them are priceless, which in turn means that there is always someone willing to die to protect them, and someone looking for them, trying to add them to their personal collection of mythical oddities.

USING A VESSEL

A vessel allows you to wield an Eternity Shard without being overwhelmed by its incredible power, but this does not mean that using a vessel is a perfectly safe endeavor.

To use a vessel, you must first make sure that you have one of the following prerequisites, chosen by the Director:

- **Gear:** Some vessels can be used by anyone, so long as they are worn correctly. Usually, these vessels are shaped like pieces of armor, belts, or crowns.

- **Origin:** Some vessels can only be controlled by people they deem worthy, that is to say, by a Hero with the appropriate Origin. For example, some of the artifacts only answer to Heroes with Divine or Myth Origin.

- **Technique:** Finally, some vessels are actual prisons, designed to protect the Universe from the Shard they contain. Specific techniques are required to use such vessels, and they are hard to learn and perform.

THE ETERNITY VESSEL

There are stories about an ultimate vessel, one capable of harnessing the power of **all Eternity Shards at the same time**.

Such an artifact is probably nothing less than a piece of shining armor forged with pure duramantium. Like an Eternity Greave or something like that!

IN THE HANDS OF A HERO:

A Hero who wields an Eternity Vessel, as well as all six Shards, can perform **one miracle of their choice**. The unbridled power of Eternity could allow them to alter the flow of history, to bring back to life those who are no longer with us, or to destroy any opponent with a simple snap of their fingers.

However, the price to use the Eternity Vessel is steep.

After using it, the Hero must flip a coin. If the result is Tails, the Hero loses all Power and all of their Grit, gains one Scar, becomes Tired, Hurt, Broken, Exhausted, and Powerless.

If the result is Heads, the Hero will face an epic but unavoidable death. When this happens, they aren't just Left for Dead, they are permanently dead.

IN THE HANDS OF THE VILLAIN:

A Villain who wields an Eternity Vessel has absolute power.

All of their Grit Boxes become Power Boxes, and they can freely use all benefits granted by the 6 Eternity Shards.

Additionally, once per Session, the Villain can perform one miracle of their choice, as determined by the Director.

After using the Eternity Vessel, the Director must flip a coin. If the result is Tails, the Villain loses half their remaining Grit, rounded up, as well as all accumulated Power, and all of their Power Boxes become normal Grit Boxes.

If the result is Heads, the Villain loses all Grit and Feats, and will have to do their best to run away.

SECTION SEVEN

WHAT HEROES DO

TALES OF HEROES

What makes you a true Hero? Certainly not your incredible superpowers, nor your skin-tight suit made of spandex, or the mask that makes your eyes look white and inexpressive. Not the strength of your steel-like muscles, nor the power of your superior brain. No, none of this makes you a Hero!

You are a Hero because you are always ready to do something when people need you, and because you never back down from a challenge, no matter how hard or impossible it may appear.

The **Mission** is the reason why you Heroes have decided to work together against an evil **Villain**. The fate of many people, possibly of the World hinges on the success of your Mission, but you're used to that by now.

When playing ***SUPERHEROES***, you always have a Mission to accomplish. Sometimes your group will be aware of the mission even before you fill in your Sheets, but most often, you'll be well on your way during the first Session when the Mission finds you. Anyway, sooner or later, you will receive the call to action, and you will need to answer that call.

SHOTS AND CINEMATIC CAMPAIGNS

Your next adventure could last for a single Shot or span over an entire Cinematic Campaign.

A **Shot** is an adventure that usually resolves in a single game Session.

When playing a Shot, you and your friends only have a couple of hours to defeat the Villain and carry out your Mission, using all the tools you learned about in previous pages.

A **Cinematic Campaign** is a string of Shots connected to each-other to create a complex plot that closely follows the classic structure of superhero movies.

When you're playing a Campaign, you need some additional tools, and this section is exactly where you'll find them. In upcoming pages, you will find everything you need to create your next Cinematic Campaign, including a group sheet called the **Team Sheet**, new useful tools such as **Heat** and **Time-Outs**, as well as recommendations on how to Advance and gain new powers.

THE MISSION

Each Hero has their own personal mission to accomplish, whether it consists of protecting the city from criminals or gathering talented kids for a superhero school. But when I say Mission with a capital "M", I'm talking about a terribly pressing matter that requires your utmost attention right now.

When playing ***SUPERHEROES***, there is always a Mission to complete, and the stakes are always something like the fate of the city, the World, or the whole Universe. No pressure.

Often enough, your Mission will be to stop the Villain, but you could be working to close a multiversal portal, or break into a maximum-security prison to free an old friend. Each Mission is unique, but they still have one thing in common: you are the only ones who can do it.

THE VILLAIN

Somewhere out there, there is Villain who spends their days plotting and planning to conquer or destroy your World, or the World of someone else.

Some Villains are crazy maniacs who shout phrases like "And the whole World shall know the fury of Doctor Crocodile!", while others are misguided people who are trying to help others, but have lost their way and don't realize they have turned to evil. Some Villains just want to watch the World burn.

But all of them have something in common: they must be stopped. That's where you come into play.

ASSEMBLE!

The Heroes share the same mission, but they're not necessarily all trying to achieve the same goal. Maybe a Hero wants to save the World, while another has a score to settle with the Villain. Maybe one of you only joined the team because they're trying to learn something about their past. It doesn't matter. The only thing that matters is that you have assembled for the same Mission.

Your differences may come to light at some point toward the end. Maybe you will end up fighting against each-other in order to reach your own goal, but you will still find a way to work together until the Endgame, because you need each-other to do this.

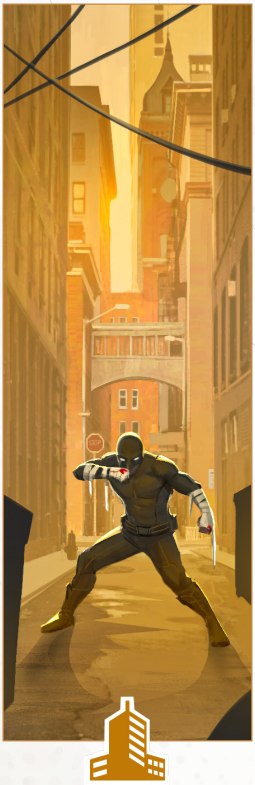
POWER TIERS

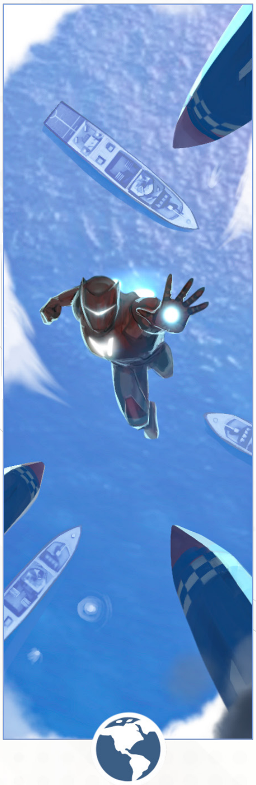
Some Heroes are little more than martial artists in tights running on rooftops to help the people of their city. Others are protectors of Earth who live in an ivory tower and intervene only when the fate of the World hangs in the balance. The most powerful of them are staunch defenders of the Universe, fighting to protect entire Galaxies, or to safeguard the flow of Time or the Multiverse.

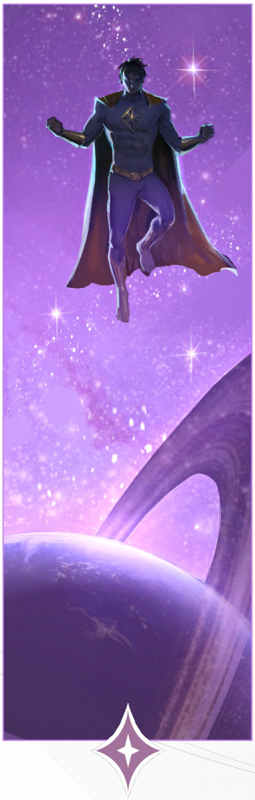
Hero Power Tiers were designed specifically to help you manage the great differences in power and responsibility.

The **Power Tier** is an indicator that marks the Heroes' level of power and influence. The higher the Power Tier, the greater the threat that looms over the Heroes.

The good news is that, at higher Tiers, Heroes are much more powerful too, so they have the tools they need to deal with planet-wide or sometimes galaxy-wide disasters.







CHOOSING THE POWER TIER

Before the game begins, your group of Players should come together to choose a Power Tier, which will determine the scale of your powers and of your Mission.

There are 3 Power Tiers:

Street Level: The Heroes patrol the city streets to hunt criminals and defend honest citizens.
The Street Level is the most basic Power Tier and the easiest to manage. As a matter of fact, all difficulty descriptions you find in **Section 3: BASICS OF THE GAME** are tailored for Street Level, and don't need to be altered for it.

World Level: The Heroes are protectors of Earth, and fight to save the whole World and all its inhabitants. It's likely that they are well known at a planetary level, and that this is not their first experience. Maybe they even have a tower or base somewhere, and maybe they have some reputation issues with the public.
When you play in this Power Tier, all actions described in **Section 3: BASICS OF THE GAME** as Extreme, become Critical, those described as Critical become Basic, and those described as Basic become automatic successes and don't require dice rolls.
Similarly, in World Level, thugs and goons aren't even considered Enemies, as they don't stand a chance to hurt you at all. You won't even need to put hand to the dice unless you are fighting a handful of well-trained soldiers at least.

Cosmic Level: The Heroes are known on an inter-planetary level, and they are called more or less regularly to work on other planets that need help. The whole Universe relies on their courage and depends on their skills. The Cosmic Level Tier is the most difficult to manage, and as such is not recommended for groups who are just starting.
When playing at Cosmic Level, your Hero is so powerful and trained, that actions like jumping over whole building or breaking a steel wall with their bare hands don't even require a roll of the dice. At this Tier, any Enemy who can't rely on superpowers or other innate gifts can easily be defeated in a blink.

DIFFERENT TIERS

All Heroes are on the same Tier, regardless of if they are extraordinary individuals with great superpowers, or simple humans who went through grueling training. That's how things work in movies!

However, if everyone agrees, you can also choose to have one or some Heroes from a different Tier. This exception should mainly be considered when you want to bring into play an extraordinary superhero from a Tier above the others, rather than below.

However, it's still wrong to assign a different Tier to each Hero based on their power level and try to simulate reality. That's not why we have Power Tiers and not how things work in the movies.

TIERS AND MISSIONS

The Heroes will have to face vastly different Missions depending on the chosen Power Tier. Here are some examples.

STREET LEVEL MISSIONS:

- Stop a crime lord
- Foil an attack against the mayor
- Investigate a mysterious sect
- Fight against a mad scientist
- Retrieve a stolen prototype
- Work with law enforcement
- Save a famous individual
- Expose a false superhero

WORLD LEVEL MISSIONS:

- Save the President
- Fight a group of super-villains
- Thwart a terrorist attack
- Escape from a superhero prison
- Prevent a large-scale war
- Expose a world-wide conspiracy
- Fight against a giant robot
- Work with S.T.O.R.M. agents

COSMIC LEVEL MISSIONS:

- Prevent the explosion of a star
- Go back in Time
- Fight a World destroyer
- Travel to the edge of Space
- Capture a dangerous alien fugitive
- Stop an anomaly in the Multiverse
- Retrieve the Eternity Shards
- Press pause on the Apocalypse

THE GOAL OF POWER TIERS

Power Tiers are a convention that allows all Players to start the game with a clear idea of the scale of their powers, and the scale of the adventures they will face.

In short, when picking a Tier, all Players agree to share a certain type of story, and to associate a certain value to Basic, Critical, Extreme, and Impossible actions.

With a Basic Success, a Street Level Hero will easily manage to punch through a plasterboard wall, or to jump from a window to the next. With the same success, a World Level Hero will punch through a reinforced wall, or to jump from a building to the next easily enough.

While for a Cosmic Level Hero, all actions I just listed are so trivial, that they rarely even require dice to roll.

Same thing goes for Enemies. Let's look at this example:

ENEMY

⬡⬡⬡⬡⬡⬡ **ATTACK:** BASIC **DEFENSE:** BASIC

If you have decided to play Street Level, this template could be well suited to represent some low-level criminals.

At World Level, the same template is appropriate for a team of civil defense soldiers armed with rifles.

At Cosmic Level, that template could be what you need to set the scene for a hungry alien monster, or an individual with minor superpowers.

Instead of adding dice to the Heroes' pool one handful at a time, or of adding complexity to the rules in order to accommodate an infinite and burdensome variety of difficulties, Power Tiers allow you to change the meaning and value of normal difficulty levels, to adapt them to your needs.

CINEMATIC CAMPAIGN

A superhero Cinematic Campaign is usually composed of 5-8 Shots, and follows Heroes who are forced to clash against a dangerous Villain in order to complete a Mission.

A superhero Cinematic Campaign always begins with a **Call to Action** where the Heroes learn about or accept their Mission, and it always ends with a thrilling **Endgame, an epic battle against the Villain and their goons.**

At the very middle of a Cinematic Campaign, there is also a special Shot called the **Crisis**, which represents a milestone in the Heroes' **Advancement**.

CALL TO ACTION

As the name implies, the Call to Action is a Pilot Shot where the Heroes learn about their Mission and are spurred to take it on. A good Call to Action should guide the Heroes toward the decision of joining forces against a common Villain, but it should also leave them enough room to get to know what their comrades are capable of.

Here are 3 classic Call to Actions perfect for a first Shot:

- **The Summons:** The Shot begins when the Heroes receive an actual call from a mentor, superior, or a very old friend they haven't seen in a long time, who gathers them all in the same place. The person who summoned them describes the details of the Mission and asks the Heroes to join forces (for the first or umpteenth time) to save the day. This Call to Action is perfect for when you need to bring together Heroes who are very different from each-other, and maybe don't know each-other well, and you need to give them important intel on the Mission and Villain from the start.

- **A New Enemy:** The Heroes are already together, or scattered through the city, when suddenly a previously unknown Villain makes their grand entrance. While the Villain's goons sow chaos, the Heroes must come together to fight and find out who they're up against. This Call to Action is the most direct, and it's perfect when you want to throw the Heroes straight into the action, allowing them to ask questions and look for their own answers.

- **The Disaster:** It was just a normal day, but everything changes when the Heroes are struck, directly or indirectly, by a catastrophe. It could be a huge explosion, or a multiversal anomaly, the sad passing of a dear friend, or a scared politician who decided to put a permanent ban on all superheroes. Nothing is like it used to be. The Heroes have suffered a hard blow, but they have also found the motivation to stand up and fight. Together.

CRISIS

The Crisis is a special Shot where the Heroes must deal with a fearsome opponent, an unexpected event, or simply with the consequences of their own actions.

Some Crises see the Heroes come out on top, determined to win and give the Villain their marching orders now more than ever. Others, will be a kick in the teeth and bring the Heroes to their knees, forcing them to find the strength to stand back up once again, and keep on fighting.

Here are 5 classic examples of Crisis:

- **The Battle:** The Villain's army strikes the Heroes at the heart of their base or city. Whether the Heroes win or lose makes no difference, the damage is irreparable.
- **The Revelation:** The Heroes find out staggering new information that changes their Mission completely. Maybe the Villain is not who they claimed to be, or they have a secret hidden weapon. Maybe someone turned against them, and this is when they find out.
- **The Right Hand:** The Heroes clash against the Villain's right hand, getting a taste of what the final battle will look like.
- **The Defeat:** The Villain won this battle, and there is nothing the Heroes can do about it. They will just have to pick themselves up and try to put things right. It's not over until the Endgame!
- **The Power Loss:** The Heroes temporarily lose their powers, and they must spend the next few Shots trying to get them back, before facing the Villain in the final battle.

In shorter Campaigns, you have only one Crisis, located at the mid-way point between the Call to Action and the Endgame. Longer Campaigns can also sport 2 Crises, if needed. After a Crisis, the Heroes must start to prepare for the final battle. It doesn't matter whether they felt like victory was already assured, or they were completely spent, the showdown is near, and the stakes are sky-high.

The Crisis marks the moment when all Heroes **Advance**, gaining new Feats and Skill Points to represent their personal growth.

ENDGAME

The Endgame is the Shot that marks the end of a Cinematic Campaign, and it can usually be played out in 1 or 2 Sessions, depending on how complex it is.

During the Endgame, the Heroes will have to give their all in order to complete the Mission, and they must be ready to take any risk and sacrifice anything, in order to defeat evil.

Additionally, during most Endgames, the Heroes come face to face with the Villain for one last, epic, bitter fight.

But the Endgame is more than the perfect stage for epic battles and hard choices, it's the Shot where all cards are laid on the table, and the Heroes must deal with their own problems, learning how to set their differences aside for the greater good. The job of a good Director is to ensure that the Endgame leaves enough room for all scores to be settled, while also giving a worthy conclusion to the personal journey of each Hero.

At the beginning of the Endgame, the Heroes can make their final **Advancement**. Having Heroes Advance BEFORE the Session might feel weird, but it's exactly how things go in the movies! When the final battle begins, the Heroes have already reached their peak potential.

During the Endgame, Heat can no longer rise, and the Heroes who use a Spotlight cannot flip a coin for a chance to keep it. The stakes have never been higher.

SUIT UP!

The beginning of the Endgame is the perfect time for an epic scene where all Heroes wear brand new, or different costumes.

You can use this Scene to give the Heroes a chance to describe their inner growth through the different appearance of their superhero suits. A different suit can also be a creative way to present or justify the new Feats and powers unlocked thanks to the Advancement within the story.

The only rule is that this moment needs to be truly epic and unforgettable!

CINEMATIC SAGA

Even if ***SUPERHEROES*** is designed for short to medium Cinematic Campaigns that follow the classic structure of superhero movies, this doesn't mean that your story is over as soon as the Endgame is concluded.

No, that's when the adventure begins.

To create your own amazing **Cinematic Saga**, you just need to string together several Cinematic Campaigns one after the other. When you switch Campaigns, you have a perfect chance to allow Players to change characters, or to take on the role of Director.

SEQUEL

The most obvious thing to do after finishing a Cinematic Campaign is to plan for a Sequel, that is a second Campaign that will see the Heroes get back together to face a new threat.

PREQUEL

But to think outside the box, the next step in your Saga could be a Prequel, that is a Campaign set before the one you have just played, maybe focused on the past of one or some of the Heroes you have already met. To experience at least once!

SPIN-OFF

A Spin-Off is a Campaign that is only tangentially connected to the events of the previous one. In a Spin-Off, the Players could take on the role of supporting characters from the previous Campaign, and give them a chance to be true Heroes. Maybe a lovable trickster Villain managed to redeem themselves at least a little and you want to see where their story goes. Why not?

CROSSOVER

Finally, after you played through several different Cinematic Campaigns, you can also organize a great Crossover event, that is a Campaign that brings together Heroes from different stories, whose paths have never crossed before.

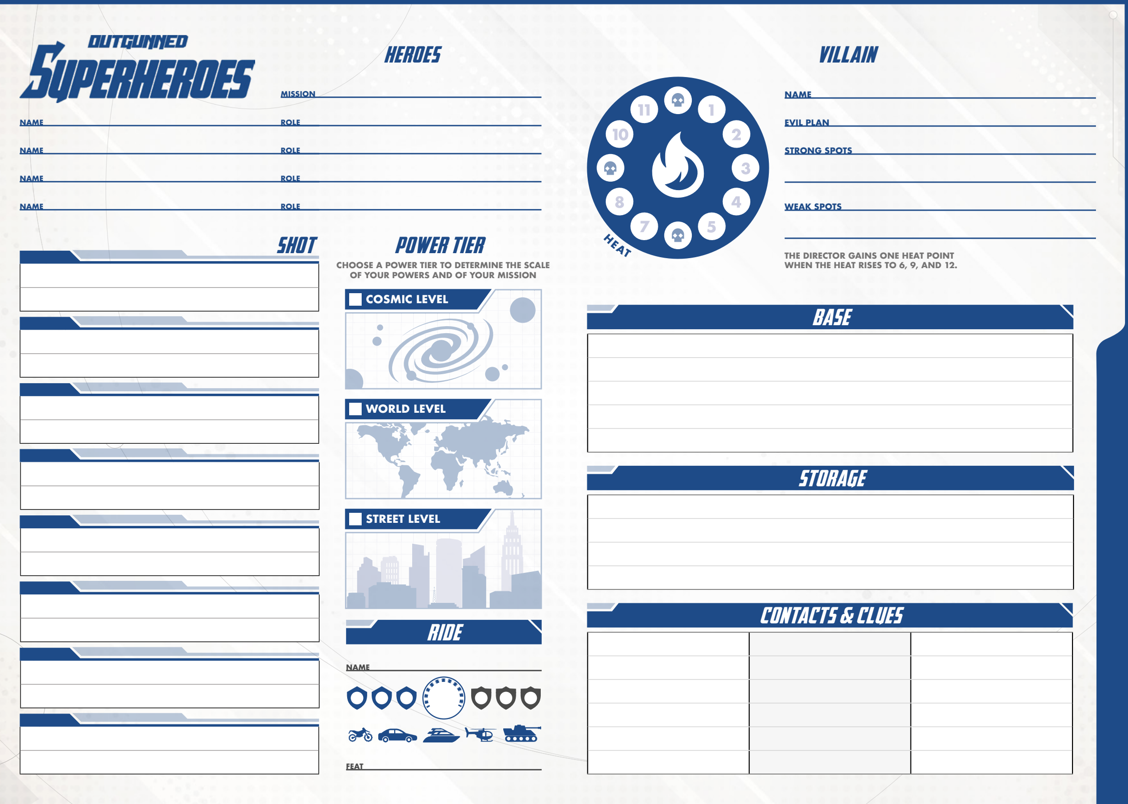
Regardless of how you choose to proceed with your Saga, remember that Heroes can change a lot in-between adventures, and that this means they could need a new Sheet, possibly changing their Trope or Catchphrase.

TEAM SHEET

The Team Sheet is a special group sheet that allows you and your fellow Heroes to keep track of everything that happens during your Mission and to record the resources and information you gather over the course of the campaign.

On the **Team Sheet**, you can note:

- **Heroes:** The Name and Role of each Hero
- **Shot:** A summary of each played Shot
- **Heat:** The current Heat level
- **Villain:** The Name of the Villain and what you know about them
- **Ride and Storage:** Your Team ride, and any item you keep in storage
- **Base:** A description of your home base
- **Contacts & Clues:** The important information and contacts gathered during the campaign



OUTGUNNED SUPERHEROES

HEROES

MISSION

NAME ROLE

NAME ROLE

NAME ROLE

NAME ROLE

VILLAIN

NAME

EVIL PLAN

STRONG SPOTS

WEAK SPOTS

HEAT
1
2
3
4
5
7
8
10
11

THE DIRECTOR GAINS ONE HEAT POINT WHEN THE HEAT RISES TO 6, 9, AND 12.

SHOT

POWER TIER

CHOOSE A POWER TIER TO DETERMINE THE SCALE OF YOUR POWERS AND OF YOUR MISSION

☐ COSMIC LEVEL

☐ WORLD LEVEL

☐ STREET LEVEL

RIDE

NAME

FEAT

BASE

STORAGE

CONTACTS & CLUES

AGENTS OF S.T.O.R.M.

When the Heroes are not there or they are too busy, the fate of the World is entrusted to the hands of S.T.O.R.M. agents.

The S.T.O.R.M. is a government agency like no other, it only recruits the best soldiers and agents in the World, and employs them to prevent all large-scale catastrophes that the public never learns about.

At first glance, S.T.O.R.M. Agents look like normal members of the C.I.A. or of another espionage or national security agency. The truth is that the S.T.O.R.M. is much more than that, they carry on the fight against super-villains, led by Director Samuel Wild, a seasoned veteran, but a principled man.

WHAT DOES S.T.O.R.M. MEAN?

Before a Shot or Cinematic Campaign, the Director should choose the meaning behind the acronym S.T.O.R.M.

Their choice will change the way that S.T.O.R.M. interacts with Heroes during their Mission.

- **Special Tactical Operations and Reinforcing Missions:** S.T.O.R.M. is tasked with carrying out special missions, and they often turn to Heroes or cooperate with them in order to efficiently deal with the thorniest situations, and to manage incidents involving individuals with superpowers. This S.T.O.R.M. is generally friendly toward the Heroes, and they respect their contribution to society and dedication to the cause.

- **Superhuman Tracking, Overseeing and Risk Management:** S.T.O.R.M. is a government agency charged with locating and monitoring individuals with superpowers, and tasked with evaluating whether or not they can be employed in special operations, or if they are to be considered threats. This S.T.O.R.M. is not necessarily antagonistic, but they consider the Heroes as necessary but problematic resources that must be monitored closely.

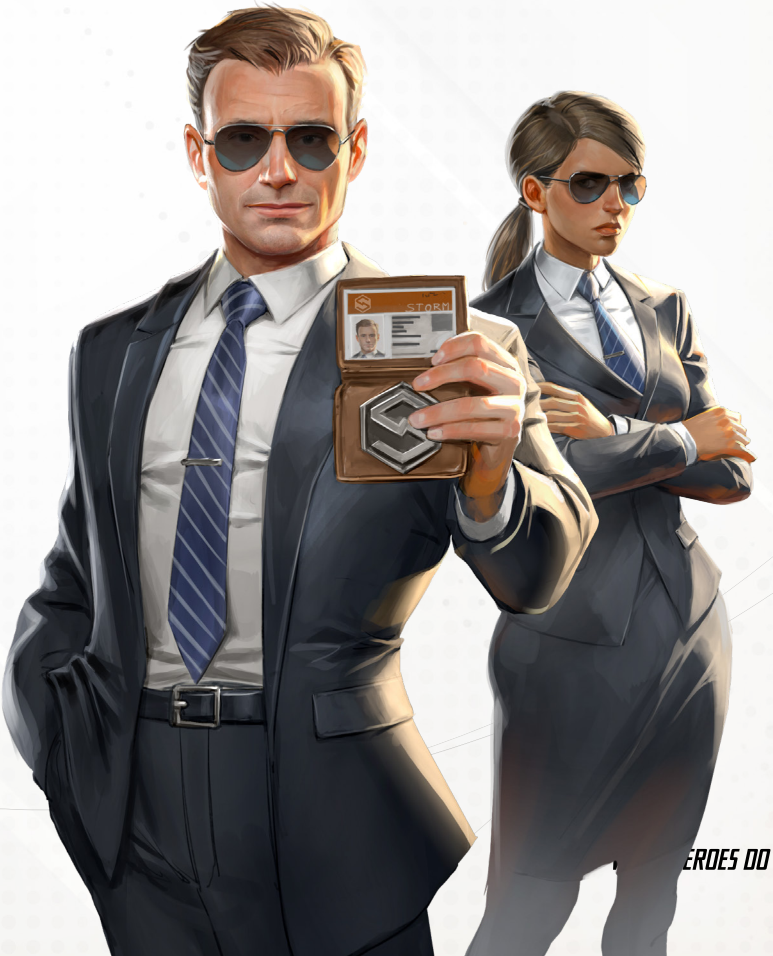
SIREN AGENTS

An extremist evil cell has formed within the S.T.O.R.M., and taken on the name of SIREN.

SIREN is a parasite organization that exists in the S.T.O.R.M.'s shadow, using their cutting-edge means and infinite resources for less-than-humanitarian goals.

SIREN agents appear and behave exactly like normal S.T.O.R.M. agents, which is in most part due to the fact that they technically are. However, these ruthless individuals come armed with the worst possible intentions and are always ready to get in the Heroes' way, answering to no one but the mysterious leader they call Hades.

Few people have ever seen Hades, and nobody knows who they are, or what SIREN's true plan is. But to uncover and foil their diabolical plans is certainly a mission worthy of Heroes.



VILLAIN

Your **Villain** is more than an enemy to you, they are your nemesis, and they must be stopped at all costs.

Whether they are an eccentric multimillionaire with a penchant for world domination, a big purple alien roaming the Universe in search of the Eternity Shards, or a brilliant Doctor who dresses up like an animal, a Villain should never be underestimated. Because the only thing in the way of their evil plan is you!

All Villains worthy of the name have:

- **Evil Plan:** A perverse goal that they would do anything to achieve.
- **Strong Spots:** 2, 3, or 4 traits that give them a great advantage against the Heroes.
- **Weak Spots:** 1 or 2 weakness that the Heroes can turn against the Villain.

FACING THE VILLAIN

In most cases, a Villain is an Enemy, with their own Enemy Sheet and Enemy Feats (see **Section 5: ENEMIES & SUPER-ENEMIES**). Aside from that, Villains follow some **special rules**:

- **The Villain can only lose during the Endgame.** If the Heroes fight against them and win in any Shot before the Endgame, they simply cause the Villain to retreat, unless the Director decides that it's time to retire this Villain and bring in another, stronger and eviler than them.
- **The Villain is a Hindrance** up until the Endgame. Whenever the Heroes are interacting with the Villain, they always roll with a Hindrance due to their power, their cunning, or their goons. The Villain stops being a Hindrance at the beginning of the Endgame.
- **You can't spend a Spotlight to hurt, capture, or deceive the Villain**, unless you are in the Endgame.

THE VILLAIN'S EVIL PLAN

The Villain intends to carry out an **Evil Plan**, a terrifying and ominous vision that is bound to become reality, unless the Heroes put a stop to it. Some Evil Plans are incredibly clichéd, like taking over the world, or destroying it completely. Others are more creative or personal, like annihilating the human race in order to save the planet, or sacrificing thousands of innocent people to bring back a loved one.

Whatever the Villain's Evil Plan may be, discovering it is a crucial step on the Heroes' journey, and it represents the first step toward salvation.

You can use the Villain's Evil Plan to help you choose the Villain's **Weak Spot**, and the **Important Appointments** you will mark on the Heat gage.

THE VILLAIN'S STRONG SPOTS

Each Villain worthy of the name can rely on 2 or 3 Strong Spots chosen from the list below.

In case of a Cosmic Level Villain, the Director can exceptionally assign 4 Strong Spots. There's a good reason they are keeping the whole Universe hostage.

- **Incredible Powers:** The Villain can rely on absolutely out-of-scale abilities and superpower, and should not be taken lightly. When filling in the Enemy Sheet, you gain 3 additional Feat Points to spend freely.
- **Eternity Shard:** The Villain has one Eternity Shard and is strong enough to wield it. To learn more about the Eternity Shards, go to the homonymous chapter in **Section 6: WEAPONS & GEAR**. This Strong Spot can be chosen multiple times.
- **Dangerous Secret:** The Villain has discovered a terrible secret that could jeopardize the Mission or a Hero, like their true identity, or their only weakness.
- **Unlimited Funding:** The Villain is loaded, and they can afford to buy anything they wish. There is no limit to their means.
- **Private Army:** The Villain is the leader of a private army of soldiers loyal unto death, or has paid off an army of ruthless mercenaries.
- **Cutting-edge Tech:** The Villain has access to cutting-edge or sci-fi levels of technology, and can design and build almost anything they can imagine. With this technology, they could rid the world of disease, and instead they want to turn everyone into dinosaurs, or some other bullshit!
- **Crime Lord:** The Villain is the leader of an important criminal organization, or of a secret sect with plenty of informers and spies all over the city. It's hard to do anything without the Villain learning about it.
- **Judge and Jury:** The Villain is an important political figure who can rely on the help of the law, or who bribed the heads of law enforcement. The Heroes can trust nobody.
- **Loyal Herald:** The Villain can rely on a truly fearsome right hand, who takes care of any thorny situations on their behalf. The Loyal Herald is an Enemy who can rely on one extra Feat Point, and can only be defeated during a Crisis or Endgame Shot.

THE VILLAIN'S WEAK SPOT

The Villain has one or two Weak Spots that the Heroes can try to discover in order to get an edge. In some cases, the Villain's Weak Spot is an actual weakness connected to the origin or source of their powers. For example, "Without his ring, the Villain has no superpowers", or "The Villain loses her powers when far away from the sea".

If the Heroes can take advantage of a Weak Spot like this, they can remove one or more Enemy Feats from the Villain, and possibly make them harmless.

However, in most cases the Weak Spot is a piece of information or a personality trait that can be turned against the Villain, or that will come back to bite them at the worst possible time.

For example, *"They're afraid to let down their beloved"*, *"They don't want to end up in the papers"*, or *"They regret their actions"*.

When the Heroes learn about this type of Weak Spot, they can use it to gain a **Help** in a relevant action roll against the Villain.

> **Director:** *The Villain flies toward you at top speed. It looks like their hyper-technological armor is bigger and more powerful than yours.*
>
> **Hyper Knight:** *I know their Weak Spot: that armor is stolen, and they do not have the knowledge to use it properly. I want to fly straight up into the sky, hoping that they will keep following me without questioning why. If my calculations are correct, their armor is not made to withstand low temperatures, and I don't think they know this.*
>
> **Director:** *As expected, the Villain follows you, and they keep pushing their armor to its limit... Until all of their systems start to fail at the same time. The joints start to freeze, and their commands stop responding. It's your chance, and you can rely on a nice Help!*

During a Cinematic Campaign, the Crisis could be an excellent time to give the Heroes a chance to uncover one of the Villain's Weak Spots.

For example, the Heroes could learn the Villain's secret by eavesdropping on their right hand, or by gathering information in their base or fortress.

TEAM OF VILLAINS

Sometimes the Villain is not just a Villain. Sometimes they are a whole team of super-villains who share the same Evil Plan, and split Strong Spots and Weak Spots with the others.

These oddballs usually go by absolutely preposterous team names like the Twisted Twelve, or the Council of Chaos. Go figure!

When you're facing a team of Villains, there are 3 possible scenarios:

- **One Each:** The Director comes up with several Enemies that represent one or two Villains each. Similarly, the Heroes will have to divide into smaller groups to deal with one Enemy each.
- **The Strongest Link:** During a Crisis Shot, a member of the Villain team will get rid of his "loyal allies" to become the one true Villain of the story, immediately gaining one extra Strong Spot.
- **Free-for-All:** In the Endgame Shot, the Heroes have to fight against the entire group of Villains at the same time. This peculiar case needs to be approached with some peculiar adjustments. Read further to learn about them.

FACING THE WHOLE TEAM AT THE SAME TIME

Let's take the classic scene where the Heroes and Villains come together in the same place, like around a historical monument, or at the top of a skyscraper. An absolute classic.

When this happens, the team of Villains is represented by **a SINGLE Enemy Sheet**, and they share the same Grit track, and Attack and Defense scores.

However, **each Villain in the group of Enemies can still rely on their own personal Feats**, which can be different from the Feats of their fellow Villains.

When a Hero attacks a specific Villain within the group, or is subject to attacks from them, the Director needs to pick the relevant Traits to apply.

If a Hero lands an especially decisive or thought-out blow, the Director can determine that one of the Villains was defeated, and thus remove their Feats from combat.

The best thing is that each blow dealt by a Hero causes a loss of Grit to the group of Enemies, which helps the Director maintain the balance during combat, making sure that the Heroes feel like they are fighting together. Assembled.

CLASSIC VILLAINS

THE CRIMINAL BOSS

A burly crime genius who loves fine arts and holds the city in the palm of their hand.

Strong Spots: Crime Lord. Judge and Jury.

Weak Spot: Is madly in love.

Evil Plan: Conquer the city.

THE SHADOW LORD

A mysterious leader at the head of an ancient sect of spies and martial artists.

Strong Spots: Private Army. Crime Lord.

Weak Spot: Wants the Heroes alive and on their side. Afraid of exposing the sect.

Evil Plan: Destroy the city.

THE EVIL ARTIFICIAL INTELLIGENCE

A super-computer convinced that humans are a danger to the World and themselves.

Strong Spots: Private Army. Cutting-edge Tech.

Weak Spot: Underestimates humans.

Evil Plan: Cleanse the planet of the human race.

THE FANATIC BILLIONAIRE

An eccentric fat cat who decided to dedicate their resources and free time to evil.

Strong Spots: Unlimited Funding. Cutting-edge Tech. Dangerous Secret.

Weak Spot: Is a simple human. Is afraid of public scrutiny.

Evil Plan: Get rid of the superheroes once and for all.

THE CRAZY COLOSSUS

An alien who leads a loyal army to restore balance, no matter the cost.

Strong Spots: Incredible Power. Private Army. Eternity Shard: Space. Eternity Shard: Force.

Weak Spot: Is quick to anger.

Evil Plan: Retrieve all Eternity Shards.

THE WORLD KILLER

An enormous being who soars through space to devour the vital energy of planets.

Strong Spots: Loyal Herald. Incredible Power.

Weak Spot: They need a constant source of energy.

Evil Plan: Devour Planets to stay alive.

HEAT

As you get closer to the final battle against the Villain, the stakes keep climbing ever-higher, and the Heat rises just as quickly. And I'm not talking about the warm tickle of a laser beam or of a stream of flames, and not even about the scalding radiation of a dying star, but of the type of Heat that covers you in a cold sweat and makes you wonder whether you can do it this time.

Heat is a dangerous tracker that goes from 1 to 12, and **tracks how close the Villain actually is to carrying out their Evil Plan.** This tool is designed for Cinematic Campaigns, and as such holds a place of honor on the **Team Sheet**.

Whenever the Heroes fail to reach an objective, get delayed, or when the Villain gets the upper hand, the Heat rises and the Director earns **Heat Points**, which they can use to raise the stakes and make things even more complicated.

If you know ***OUTGUNNED***, you might think that you already know everything about Heat, but you'd be sorely mistaken! Keep reading, and learn a whole new way to keep tensions high.

WHAT DOES HEAT DO?

Now and then the Heroes fail to reach a crucial objective, they get captured by the enemy, lose a fight, or simply dawdle more than they should, allowing the Villain to act freely. Even so, in ***SUPERHEROES*** failure doesn't exist.

Heat is a tool that the Director can use to give a tangible weight to big mistakes made by the Heroes, without causing them to fail ruinously.

The Heroes don't manage to run away in time before a building blows up? They take the brunt of the explosion straight to the face and end up bruised in a pile of rubble, but still alive: Heat rises by 1.

Are the Heroes lost on a wild planet and unable to find their way? They wander for hours before finding a landmark, and when they finally find their way back to the ship, it's too late: Heat rises by 1.

Whenever the Director needs to give weight to one of the Heroes' mistakes without leading them to a disastrous defeat, they can choose to raise the Heat.

RISING HEAT

When the mission begins, the Heat level is equal to the number of Heroes in the game.

For example, if there are 4 Heroes in the Cinematic Campaign, the starting Heat is 4.

Heat rises by 1:

- **We Lost:** After a Crisis Shot that ends in defeat.
- **Sad Goodbye:** When a Hero is Left for Dead, or a supporting character meets their bitter end.
- **It's Late:** When the Heroes lose time, or when they linger too long on a Time-Out.
- **Our Home:** When someone destroys the Heroes' city or their base.
- **Captured:** When the Heroes get captured.
- **Powerless:** When a Shot ends with 2 or more Heroes looking Powerless.
- **Villain in the Lead:** When the Villain or one of their goons gets the upper hand on the Heroes, or when they succeed in reaching a crucial objective.

Regardless of this, **as soon as the Endgame begins, the Heat stops rising** until the end of the Campaign.

IMPACT OF HEAT

When Heat reaches level 6, the Director earns **1 Heat Point**, which they can spend immediately to make the Heroes' lives more difficult, or save it and wait for the perfect moment.

The Director earns a second Heat Point when the Heat reaches level 9, and a third when the Heat climbs to 12.

The Director can spend 1 Heat Point to cause one of the following effects:

- **High Tension:** A Hero gives in to the tension, and loses one of their Spotlights. The Director can use this effect only once on each Hero during the same Cinematic Campaign.
- **Mask Off:** The secret identity of one of the Heroes is suddenly revealed. Now that everyone knows who they are, their loved ones are probably not safe.
- **Spoke in the Wheel:** Bad luck falls on the Heroes at the worst possible time. This effect allows the Director to place one obstacle or Hindrance on the path, or to turn the success of one Hero into an unexpected failure.
- **Exposed Weakness:** The Villain uncovers a Hero's weakness, and finds a way to leverage it during the next clash, or through the help of their loyal minions.
- **Public Enemy:** The Heroes' actions have indirectly drawn the anger of the public and media. Only very few people remain convinced that the Heroes are worthy of the title. Everyone else has lost all trust in them, and considers them criminals.
- **Tick Tock:** Heat rises by 1. Thanks to this effect, the Director can bring the Heroes closer to one of their Important Appointments and rush them along.
- **Double-Cross:** Someone the Heroes used to trust betrays them, or the Heroes discover they were betrayed in the past and never even noticed.
- **Give it to Me:** The Villain manages to get their hands on an item crucial to the plot, or the Heroes can't stop them from stealing something important.

IMPORTANT APPOINTMENTS

Think of Heat like a clock that keeps ticking and ticking, something that reminds the Heroes that their goal can't wait, and they have no time to lose on the way.

On the 12 boxes of this tracker, the Director can choose to mark down **Important Appointments**, which will remain secret until their time actually arrives, and which will activate only if the Heroes are too late for that appointment.

Before the beginning of the Cinematic Campaign, the Director just needs to choose set levels of Heat and assign to them as many appointments.

For example:

> **6:** *The Villain manages to pit the police against the Heroes.*
>
> **8:** *The Villains breaks some super-criminals out of prison.*
>
> **11:** *The Villain gets their hands on an Eternity Shard.*

If the Heroes don't find a way to prevent these appointments before the Heat reaches the set level, it means that they are too late. The events that the Director planned come true, and the Heroes will have to deal with the consequences.

THE DOOMSDAY CLOCK

If the Endgame begins and the Heat clock is already at 12, it means that the Heroes made one too many mistakes. The Villain managed to do something terrible and there is no coming back, it's too late to stop them.

This doesn't mean that the Heroes have failed their Mission, but they clearly can no longer hope for a landslide victory. They will have to deal with the consequences of their own actions.

Maybe the city was completely destroyed, maybe the Villain managed to absorb the powers of another superhero, wiping them off the board. What's clear is that this terrible event will leave a permanent mark on history and its heroes, and nobody can erase it.

TIME-OUT

People like you love standing back up again and again with a cool quip like "I can do this all day", but the truth is, that even Heroes need to stop and catch their breath every now and then.

Time-Outs are breather scenes, where Heroes go back to their base or to another safe spot, and finally take off their suits as they plan for the next mission.

For example, a night in with friends at your crystal tower, with open bar and sci-fi worthy lab included. A humble pizza dinner on the couch of the dingy apartment that you can barely afford to rent. A night on a hyper-technological aircraft as you travel toward your next destination. Or maybe a barefoot morning in an old abandoned farmstead in the country where you set up a makeshift workshop.

A Time-Out gives Heroes a chance to regroup, to recover their strength, and to get the right gear before the next battle. And on top of that, a Time-Out is an important time in the story, a chance to lighten the tension and explore or delve into the relationship between Heroes and the group dynamics.

WHEN TO HAVE A TIME-OUT

The Time-Out is a necessary moment in the story that allows the Heroes to talk with each other, recover Grit, and discuss how you want to proceed with the Mission.

The Heroes can have a Time-Out when there is no danger looming on the horizon and they find a safe place to do so, like their own home, a hotel, or their base.

Even if any time is good for a Time-Out, as a general rule, it's always better to place this scene either **at the very beginning or end of a Session**. This will allow the Heroes to make good use of the quiet pace of a Time-Out, possibly reflecting on what just happened, or refreshing their memories about the events of the previous Session.

If your group ever chooses to have a Time-Out at some time during a game Session, it's probably best to place it exactly in the middle of a Shot, so it can act as an intermission without breaking the pace of the story.

WHAT HAPPENS IN A TIME-OUT

When your group allows themselves a nice Time-Out, you can finally breathe a sigh of relief and **recover all lost Grit**. Additionally, at the beginning of a Time-Out, each Hero gains 1⚡.

In mechanical terms, a Time-Out works much like all other Scenes, the main difference is that it spans over a longer time, allowing each action to take up minutes, and sometimes even hours. You can finally focus on all those activities that take too long to fit into the grueling pace of your Mission, like tending to bad wounds, repairing armor, or recharging your powers.

To learn more, turn to the next page and discover Time-Out **actions**.

TIME-OUT ACTIONS

During a Time-Out, each Hero can take 2 actions among:

- **Research:** A Hero can use one action to gather information, pursue their personal research, or make headway in an investigation connected to the Villain or the story.
  Hyper Knight: *When I get to the computer, I try to hack into the police servers to find out more about the Villain.*

- **Heal:** A Hero can use an action to remove a Condition from either themselves or a friend.
  Greystone: *I noticed that Raizel was looking kind of Defeated. Happens to everyone. I go to her and offer her a bottle of chocolate milk "Want to talk about it?"*

- **Fix:** A Hero can use an action to repair an object, weapon, or ride.
  Hyper Knight: *Looks like there is nobody else here with a degree in aerospace engineering. So, I take off my jacket and pop the hood of the spaceship. Let's try to get this thing back in working condition.*

- **Recharge:** A Hero can use one action to recharge their powers, or to meditate and find their balance. When using this action, a Hero immediately gains 1⚡. You can only take this action once per Time-Out.
  Raizel: *I put my headphones on and turn up the music. Finally, some time to be alone with my thoughts. It's just what I need to recharge.*

- **Shop:** A Hero can use an action to buy a specific piece of gear, or to go shopping in a nearby mall.
  Hyper Knight: *"I don't care that you're a Gargoyle, you can't come dressed like that." I take the car keys and drive to my tailor, this is a grand evening.*

- **Work:** A Hero can use one or more actions to do anything that requires time. For example, building a shelter, or tidying up a room.
  Greystone: *Raizel's ritual wreaked havoc on the base. I look at everybody else and quickly realize that nobody is going to put things back in order. I'll have to do it. Nothing some elbow grease can't fix.*

- **Superpower:** A Hero can use an action to expand their superpowers beyond the usual limits, reaching results that would otherwise be impossible. For example, a Psychic can try to unleash their powers to locate someone with the force of their mind, while a Sorcerer can attempt a complex ritual. An ice Elemental, on the other hand, can try to build a frozen palace to host the whole group.
  The Hero and the Director work together to determine the extent of the unleashed power, while the Director also establishes whether the action requires a roll. In some cases, the Director can also determine that a Hero needs to spend 2 Time-Out Actions to unleash their power.
  Raizel: *I ask everyone to step back and leave me some space. I want to focus and attempt a ritual to send my astral projection to the other side of the city. I know I can do this, I just need to focus.*

- **Train:** A Hero can use an action to train a friend, give them some advice, or to teach them something, so long as the other Hero is willing to use an action to listen.
  The trained Hero gains the ability to make a Free Re-roll in a specific Skill determined in agreement with the Director, this lasts until the next Time-Out.
  Captain Storm: *"You can't always rely on your powers. You need to learn how to throw a proper punch." I take a stance and exhort her to hit me "Come on!"*

- **Normality:** A Hero can use their whole Time-Out to take off the costume and focus on their day-job and their loved ones, or to go on a romantic date for once.
  Captain Storm: *I can't even remember the last time I took off the uniform. I guess it's time to build a life for myself. A real life.*

In most cases, the actions taken during a Time-Out require a normal Action Roll, but the Director could determine that simpler tasks can be carried out automatically, without the need to roll the dice.

When all Heroes have taken 2 actions, or passed on their chance to do it, the Time-Out is over, and the group moves to the next Scene.

Heroes can also agree to extend their Time-Out. If they choose to do so, they each gain an additional action, but the **Heat** rises by 1.

ADVANCEMENT

Even if you can already rely on incredible superpowers, you have plenty of room to grow into an even better person or Hero. You still have a long way to go!

Every time you go through an **Advancement**, you gain new Feats and Skill Points that you can use to get even better in your specialties, or to expand your skill-set by exploring new talents.

Even an old dog can sometimes learn new tricks!

WHAT DO I GET?

When you **Advance**, you gain:

- **2 Skill Points** to assign freely.
- **1 Feat** of your choice among all available, regardless of your Role and Trope.
- **1 Power** to celebrate this milestone.

WHEN TO ADVANCE

Heroes can advance:

- **After a Crisis:** At the end of a Crisis Shot, the Heroes are more determined than ever, ready to keep fighting.
- **Before the Endgame:** Before the beginning of the final Shot and the Campaign's Endgame, the Heroes wear their best (and brand new!) suits and tap into all their strength. It might feel strange to have Heroes advance **before** their final challenge, but when the crucial moment comes, they are always ready for it. Just like in the movies!

HOW MUCH TO ADVANCE

Each Hero can advance 3 times, gaining a total of 6 Skill Points and 3 additional Feats. Then, you have reached your maximum potential.

When a Hero who has already advanced 3 times is about to face a Crisis or Endgame, the Player can choose to reassign 2 Skill Points and/or swap out one of their Feats and pick a different one. If they choose to do neither, they gain 1⚡ extra.

EXPERIENCES

If the Advancement is a mechanical representation of the Hero's growth and of their skills improving, Experiences mark their personal growth and the accomplishments of their adventures.

The heart of a Hero's evolution clearly doesn't lie in a handful of additional dice. It's all in the Experiences they gather along the way.

To learn more, turn to the next page.

SLOW ADVANCEMENT

Outgunned Superheroes is designed for short to medium length Campaigns that usually span no more than 8 Sessions, as such, the advancement curve is pretty fast and steep.

If you wish to expand your adventure, you can also slow down the Heroes' Advancement, making them work harder for their growth.

For their first advancement, the Heroes will only gain 1 Feat of their choice, for the second, they will gain 2 Skill Points, and so on. This will allow for up to 6 advancements over the course of a single Campaign!

EXPERIENCES

You stand before a crowd of journalists and photographers. You have a pre-approved press release, but when it's time for you to speak, you just say to hell with it and announce that you are a superhero. Everyone claps, and you just made a Reputation for yourself.

The Villain makes you so angry that you lose control of your powers, collapsing a building down on the street. The thought of being a walking hazard is a Scar that won't heal easily.

You have always been afraid of heights, but when the situation calls for it, you don't hesitate to jump out to save your friend. Overcoming your fear is a great Achievement!

The path of a Hero is paved with more than Feats and Skill Points to add to your Sheet. Along the journey, you will also collect Experiences.

An Experience is a short sentence that represents a crucial event of your life that changed you deeply.

When you face a challenge that leaves a mark, when you survive a desperate encounter, when you take part in a memorable exchange, or when you make an upsetting discovery, the Director can ask you to note down the Experience on your Hero Sheet.

There are 4 types of Experiences:

Achievement: You have learned an important lesson, or accomplished something great.

"I've learned how to control my power."

Scar: You've suffered physically, endured mental trauma, or were hugely disappointed.

"I couldn't save them."

Bond: You made a bond with someone. You earned a friend, lover, or rival.

"I'm in love with Steve."

Reputation: You've earned a good or bad reputation. People might have heard about you.

"They call me a masked criminal."

GAINING AN EXPERIENCE

When you live through a scene that leaves a mark, you or the Director can choose to turn it into an Experience to note on your Hero Sheet.

For example, when you fall madly in love, when you come out on top after a dramatic situation, when someone sacrifices themselves for you, or when you narrowly escape mortal danger, you clearly deserve an Experience.

Usually, Experiences are noted down in the moment, during the same Session when they are lived through. However, in the heat of the moment, it's understandable if you forget to mark down the Experience, or perhaps even disregard its importance.

If you haven't gained any Experiences by the end of a Session, ask yourself:

- Did I face or overcome my limits?
- Did I learn something about myself or others?
- Did I gain or lose something important to me?
- Was I ever truly afraid I wouldn't make it?
- Did I face an incident from my past?
- Have I made a name for myself with somebody, good or bad?

If the answer to at least one of these questions was yes, you should talk with the Director and evaluate if the Experience is worth a place on your Sheet. In any case, you don't need to gain an Experience every Session, and there is nothing wrong if you have nothing to note down after playing.

A Hero should earn at least one Experience during a **Cinematic Campaign**, but they can also get more than one.

If, when you overcome a **Crisis**, there are some Heroes who still haven't gained an Experience, this might mean that they still haven't had a chance to shine and prove their value. It's the duty of a good Director to keep track of who has earned an Experience and who hasn't, so as to give every Hero the right space and time on the scene.

Finally, any time a Hero who was **Left for Dead** comes back into the action, they always suffer a Scar connected to their demise.

LIFE-ALTERING EXPERIENCES

Some Experiences just hit different, they draw a strong line between the person you were and the one you will be. In such cases, you can choose to change your Catchphrase or Flaw as a way to represent your Hero's development.

These are truly rare events, and they should always be discussed with the Director and other Heroes.

ACHIEVEMENT EXAMPLES

- I can rely on others
- I have given up revenge
- I now believe in myself
- I saved my friends
- I learned how to remain in control
- I faced my worst fears
- I know the Villain

SCAR EXAMPLES

- I lost control
- They didn't come to help me
- I lost an eye
- I let my friends down
- I drink to forget
- I was used
- I am not who I used to be

BOND EXAMPLES

- I can rely on Captain Storm
- I don't trust Greystone
- I owe Raizel a favor
- I'm in love with Aeon
- Robert is just the best!
- I can't stand Hyper Knight!
- Tobey is like a son to me

REPUTATION EXAMPLES

- I am a working-class hero
- They call me "Monster"
- I have never lost a fight
- I am wanted by the government
- I am a violent vigilante
- They call me a masked criminal
- I am the strongest superhero

USING EXPERIENCES

Experiences are like small custom-made Feats that can be called into play by either yourself or the Director in certain circumstances, and they can grant you a **Help** or impose a **Hindrance** at some point on your adventure (See **Help & Hindrance** in **Section 3: BASICS OF THE GAME).**

For example, the Achievement *"I've learned to control my power"* can grant a Help whenever you try to do something extremely difficult with your Superpower. On the other hand, the scar *"I couldn't save them"* can become a Hindrance when you need to make a decision that will impact many people.

Usually, **Achievements** will be of Help and **Scars will make life harder for you, but that's not always the case.**

For example, the Achievement *"I've learned how to control my power"* can become a Hindrance to a roll when you try to do something too extreme for the first time. Maybe this time you're being overconfident.

At the same time, the Scar *"I couldn't save them"* can be of Help when you need to hold up a falling building before someone gets crushed. You're not going to fail this time!

Bonds and **Reputations**, on the other hand, can be either a Help or Hindrance, depending on the circumstances and people involved.

> **Aeon:** *I see Steve fall off the skyscraper and into the void and I don't hesitate for a second. I fly at top speed toward him in order to catch him before it's too late.*
>
> **Director:** *Your Bond "I'm in love with Steve" grants you a Help in this situation. You put everything you have into this dash and gain +1 to the roll.*

Each Experience can be called into play only once per Session, and only when the circumstances are especially fitting, interesting, or dramatic.

At the end of a Shot, the Director can also ask you to erase or modify one of your Experiences when it is no longer fitting or interesting.

PILOT SHOT

UNDER ATTACK

SPOILER ALERT!
THE UPCOMING PAGES
ARE FOR DIRECTORS ONLY.

UNDER ATTACK

Now that I have taught you everything you need to become a great Hero, it's time to put your skills to the test with some hands-on action. Get ready, it's time for your first mission!

The upcoming pages go over an introductory Shot and should be read only by Directors. So, if you're not one of them, stop reading, you'll spoil the plot and fun for yourself.

SHOT SUMMARY

In **Under Attack**, the Heroes must face an army of strange robot hounds that threaten to take over the city, spreading panic and putting honest citizens at risk.

In the end, the robots' attack turns out to be a clever diversion to keep the Heroes and the S.T.O.R.M. too busy to notice the **Green Knight**, a powerful axe-wielding android, as it attacks **S.T.O.R.M. headquarters**.

- **Scene 1:** The Shot begins with the Heroes peacefully going about their lives, when the city is suddenly under attack by a group of **robot hounds**. The Heroes must jump into action and work with S.T.O.R.M. to save the day.

- **Scene 2:** One of the robots made it to the city's **main street** and is about to blow up in the middle of rush-hour traffic. The Heroes must quickly find a way to stop it or contain the explosion.

- **Scene 3:** The robot hounds keep attacking the city from all directions, it feels as if it's impossible to stop them all. The Heroes need to find out the robots' true **objective**.

- **Scene 4A/4B:** The Heroes split up to defend the two targets of the robot hounds. It turns out that both locations host crucial components of the defense system for **S.T.O.R.M. headquarters**.

- **Scene 5:** After rushing to S.T.O.R.M. headquarters, the Heroes must fight the **Green Knight**, a huge android sent by the villain to lead the attack on the city.

PREFACE

When the Shot begins, the Heroes are in the city center, near a café. Up next, you find some suggestions to dive into the game without too many questions.

HYPER KNIGHT

Julian is not wearing his armor and appears in civilian clothes. He is walking to a café to meet Raizel, a young girl with superpowers, in order to offer her a scholarship and his protection. She has great potential and he knows it.

RAIZEL RAYN

Sitting at a table in the café, Raizel is waiting for Hyper Knight, anxious to hear his proposal. She still doesn't know whether she can trust him, but she is tired of hiding and wants to learn more about her powers.

CAPTAIN STORM AND GREYSTONE

Captain Daniels and Greystone are on a mission for S.T.O.R.M., tasked with monitoring Raizel from a distance and unaware of Hyper Knight's involvement. S.T.O.R.M. wants to make sure that the sorceress is not a threat, and maybe also enlist her, so they put two of their best agents on the job.

S.T.O.R.M.

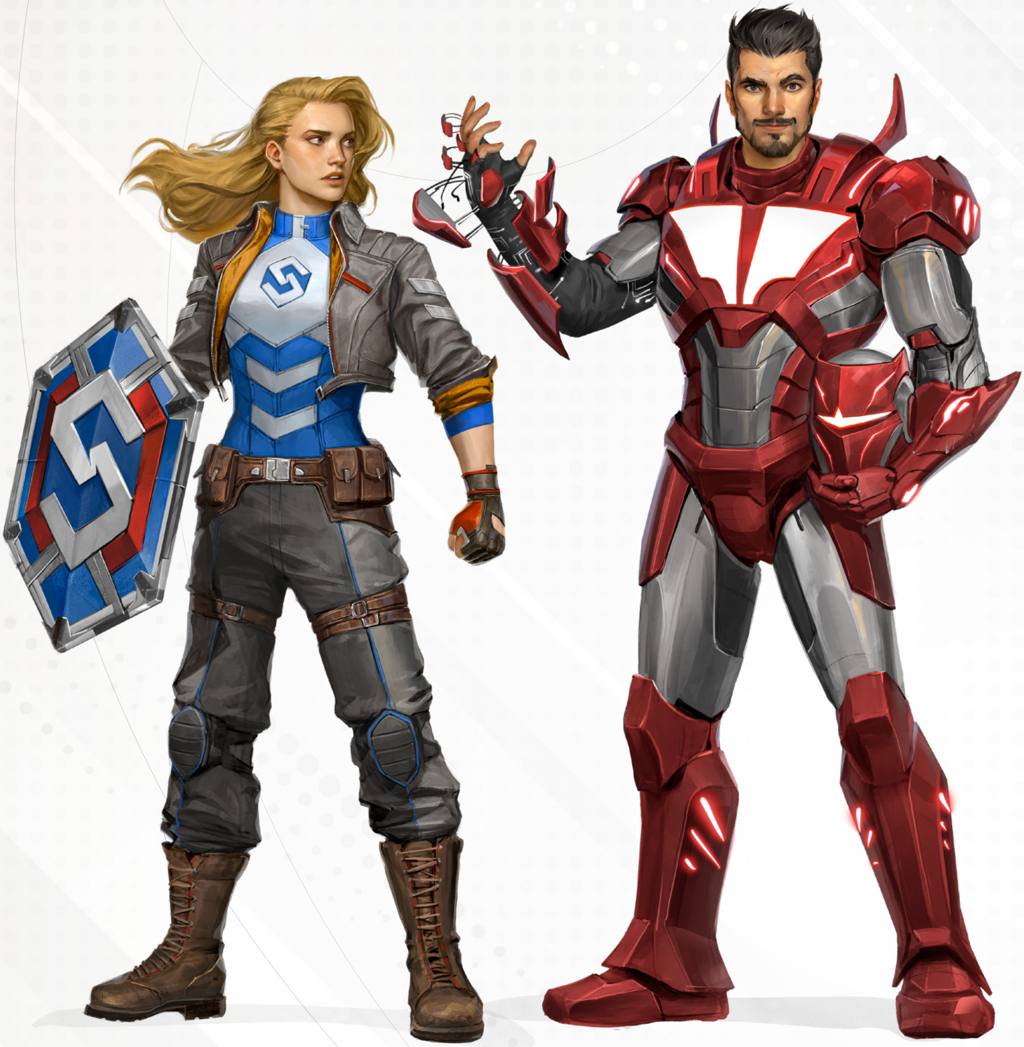
In this Campaign, S.T.O.R.M. is the acronym of **Special Tactical Operations and Reinforcing Missions**. Director Wild believes that superheroes are a resource instrumental to the defense of humanity and tries to cooperate with them for the greater good.

PRO TIPS

Each page of this introductory Shot will be flanked by a page with some Pro Tips for Directors. These are useful tips that will help you manage every Scene.

To get the best out of these Pro Tips, I recommend you view this guide as two side-by-side pages, so that you can easily keep an eye on everything you might need.

No need to thank me. You may be a Hero now, but I still have your back!



THE CHAMPION

Veronica Daniels AKA Captain Storm

Super Soldier

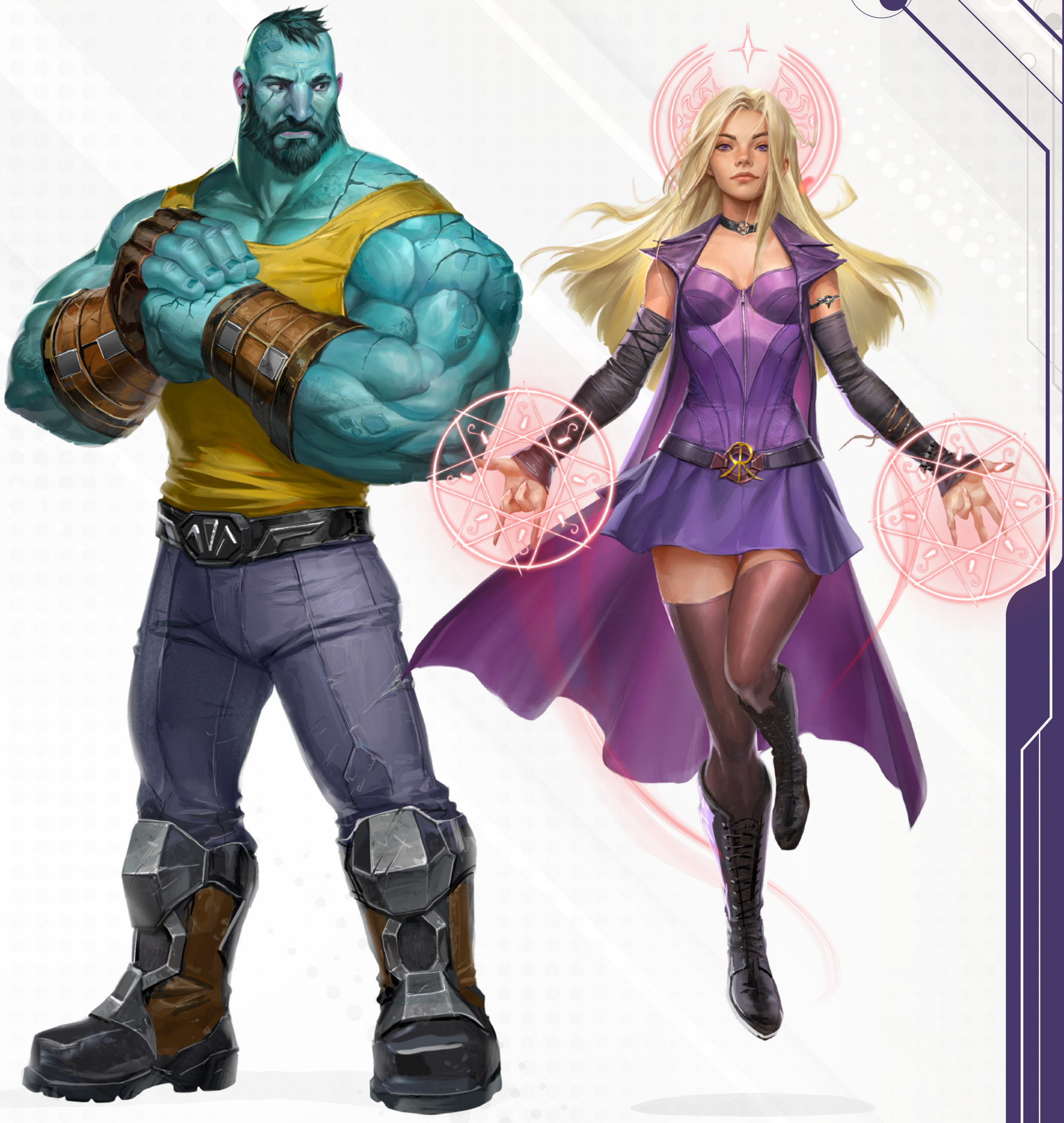
Captain Daniels is the spearhead of S.T.O.R.M., a true hero for the people. On top of having an enhanced body and a duramantium shield, she is also a model soldier, ready to put her life on the line to protect others.

THE ARMORED

Julian Drake AKA Hyper Knight

Billionaire Genius

Julian is a brilliant man, but he is also a hothead who would much rather give orders than follow them. With the help of his armor, Arthur V2, and his virtual assistant M.E.R.L.I.N., he became a knight sworn to protect his city.



THE TANK

Gilbert Grey AKA Greystone

Tough Exterior

When things get tough, nobody is tougher than Gilbert. That's because his body is literally made of rock. It doesn't matter how big is the danger standing in his way, Greystone never backs down and he never cracks.

THE SORCERESS

Raizel Rayn

Walking Hazard

Raizel still can't control her full powers, and sometimes would rather have no powers at all. Despite her young age, she knows how to fend for herself and has learned to make her way in life with grit, and just a hint of sass.

SCENE 1 - EXT. STREETS OF THE METROPOLIS - DAY

The sun's rays reflect off the tall glass skyscrapers of the great metropolis as endless lines of cars and taxis crowd the streets. It's almost lunchtime, and a crowd of busy people is rushing out of their office buildings to grab a bite before rushing right back to work. A day like many others.

1 The **HEROES** find themselves near a small café overlooking a side-street. It's a cozy, peaceful corner of the city, standing like a quiet oasis amidst the urban chaos.
The bubble of peace is burst when an angry **CUSTOMER** starts yelling at the café **OWNER** because they are annoyed by the long line.
Despite the several attempts at de-escalation by the OWNER, the
2 CUSTOMER seems determined to make a scene, and the HEROES must
choose whether to step in, and if so, how to do it.

Suddenly, **an explosion hits the building** right above the café.
Part of the front brick wall comes off, falling straight toward
the CUSTOMER, who runs the risk of being crushed. One of the
3 HEROES can choose to intervene and make a **Critical Action Roll** ☠
to save them. The other HEROES all need to make a **Critical Reaction Roll** ☠ **in Brawn+Awareness** to avoid the falling rubble.

Looking up to the sky, the HEROES can easily spot the source of the explosion. A small group of **ROBOT HOUNDS** is literally raining from the sky, falling like metal meteors onto the streets and buildings.

4 As the honest citizens of the metropolis start running away in panic, the battle seems inevitable.

ROBOT HOUNDS

⬡⬡⬡⬡⬡⬡⬡

ATTACK: CRITICAL **DEFENSE:** CRITICAL

After dealing with the threat, the HEROES don't have time to catch their breath.
A loud explosion echoes through the air, pulling their attention toward the **main street**, and to a rising pillar of dark smoke. No time to lose, they need to do something about this.

1

WHY THE HURRY?

The Shot begins with the Heroes going about their everyday life, unaware of what is about to happen. This is a perfect opportunity to allow the characters to establish their relationships and clarify what kind of people they are when they are not wearing a costume.

Don't rush them into the action right away, enjoy a moment of peace and quiet before the storm.

2

MINOR PROBLEMS

How do the Heroes react when they see such a rude customer? Do they immediately call on their powers to defend the café owner, or do they try to de-escalate the situation with words? Maybe they prefer to not step in at all in order to avoid drawing attention.

Use this scene to help the characters show what kind of people the Heroes are.

3

RESCUE

One of the Heroes must try to save the rude customer before they get crushed, and they can call on any Skill they want to do this. For example, they can try to catch the wall as it falls by rolling Brawn+Endure, or push away the unfortunate customer by rolling Nerves+Dexterity.

Since this is a dangerous roll (☠), if the Hero fails the roll, they still manage to save the customer, but lose some Grit to represent the stress of the situation or the wounds they sustained in the process.

4

THE ROBOT ATTACK

Combat begins with a Reaction Turn, ask the Heroes to make a Reaction Roll ☠ in order to defend from the robot hounds' attacks and avoid losing Grit.

For example:

- The robots attack you. **Roll Brawn+Fight.**
- The robots make a sudden leap. **Roll Nerves+Awareness.**
- The robots try to push you the ground. **Roll Brawn+Force.**
- The robots shoot at you. **Roll Brawn+Stunt.**
- The robots try to lead you into a trap. **Roll Crime+Stealth.**
- The robots come at you with quick slashes. **Roll Nerves+Dexterity.**

SCENE 2 - EXT. MAIN STREET - DAY

5 Before they get to the main street, the HEROES receive a call from **SAMUEL WILD**, the Director of S.T.O.R.M.

WILD

We are under attack, you need to intervene right now!

WILD consults with the HEROES to get an understanding of the situation, and immediately mobilizes all S.T.O.R.M. agents to support them.

6 If they want to reach the main street before it’s too late, the HEROES must hurry **[Critical Action Roll]**. Failing this roll means the HERO is not fast enough, or they have to stop and help someone along the way and get left behind.

Once on the main street, the HEROES notice one of the ROBOT HOUNDS is in the process of anchoring itself to the ground with its claws as its body starts to emit a menacing red light.

If the HEROES don’t find a way to stop it, the ROBOT HOUND will explode right in the middle of the busiest street in the city.

Stopping the ROBOT HOUND before it’s too late will require a **Critical Action Roll**, and if anyone is late, they will also have to deal with a **Hindrance**.

7 If the HEROES fail the roll, the explosion of the ROBOT HOUND is only partially contained, or haphazardly avoided. A huge shock wave blasts over the HEROES, who have to make a **2 Critical Reaction Roll ☠ in Brawn+Endure** to avoid being thrown to the ground.

When it looks like the situation couldn’t be any worse, more ROBOT HOUNDS run out from side streets and jump down from the roofs, and they all start to blow up one after the other.

A group of **CITIZENS** is trapped in a chasm that suddenly opens up beneath their feet as the street cracks open. Others end up hanging dozens of feet up in the air, about to fall out of windows or damaged buildings. Others still huddle close to each-other as a large semi-truck flies toward them at full speed.

8 The HEROES need to do something to save the good people of the metropolis by making **Critical Action Rolls ☠**.

5

DIRECTOR WILD

Samuel Wild is a straight-to-the-point kind of man. He can sound curt and his methods are rather unorthodox, but he always does his best to act for the greater good.

Captain Storm and Greystone already work for S.T.O.R.M., so they have a direct line to Wild, who can contact them through their earpieces. While Hyper Knight can easily intercept Wild's communication thanks to his personal A.I.

6

RUNNING AND FLYING

As usual, when the Heroes make an Action Roll, they are free to choose the Skill they prefer, so long as they can reasonably explain it.

Running usually requires a roll in Brawn+Stunt, while flying calls for Nerves+Stunt.

7

IT'S ABOUT TO BLOW

There are many ways to stop a robot that is about to explode. For example, a Hero can try to grab it and throw it up in the air, or they can try to deactivate it, or cover it with their body or the trailer of a truck in order to contain the explosion.

If a Hero quickly realizes that the robot hound is about to blow itself up, or if they swoop in with an especially brilliant or well-executed idea, you can choose to reward them with 1 Power.

8

TEAM UP!

During an Action Roll, a Hero can opt to help another by granting them +1 to the roll or getting rid of a Hindrance.

Use this scene to explain this mechanic to the Heroes or remind them about it, so that they can use it throughout the Shot.

SCENE 3 - EXT. STREETS OF THE METROPOLIS - DAY

As soon as one crisis is dealt with, another one pops up. Despite their efforts, the HEROES look up to see that they are surrounded by explosions, and pillars of smoke are rising all over the city. It’s impossible to be everywhere at the same time.

WILD

They just keep coming! We need to understand what they are and what they want here.

WILD asks the HEROES to find out the reason behind the attack, so that they can go straight to the source of the ROBOT HOUNDS.
9 To solve the mystery, a HERO can try to hack one of the unexploded ROBOT HOUNDS with a **Critical Action Roll in Focus+Fix**, or they can rely on magic and try a **Critical Action Roll in Smooth+Endure**.

If the roll fails, the HERO still manages to find the answer that they were looking for, but in doing so reveals their position to other ROBOT HOUNDS, who rush to attack them.

ROBOT HOUNDS

○○○ **ATTACK:** BASIC **DEFENSE:** CRITICAL

Alternatively, the HEROES can ask S.T.O.R.M. or the police to send over the coordinates of the explosions, and analyze them to look for a pattern with a **Basic Action Roll in Focus+Detect**.

10 Thanks to their knowledge, powers, or smarts, the HEROES learn that the ROBOT HOUNDS are causing a series of diversions in order to try to hide **their true objectives: an office building on the East side, and a dock in the West harbor.**
As the authorities are busy dealing with the explosions, the enemy is targeting two apparently unassuming locations, and only the HEROES can stop them.

To intervene in two places at the same time, the HEROES must split into two groups.
11 The HEROES who go to the office building, can proceed to **SCENE 4A**.
The HEROES who go to the harbor, can proceed to **SCENE 4B**.

9

ONE PROBLEM, MANY SOLUTIONS

By now, the Heroes need to slow down and try to understand what is actually going on. Try to extend this moment in order to give the characters some time to think about how to solve the problem and regain control of the situation.

If Hyper Knight is with the group and he chooses to analyze or hack one of the hounds, he can also notice that their technology is uncannily similar to that of his armor, only more advanced.

10

IT'S ALL A DIVERSION!

Apparently, the purpose of the robot hounds' explosions is to keep the Heroes away from the true objectives of this attack. If a Hero suggested this, or if they quickly understand this and explains it to the others with a nice little speech, they clearly deserve 1 Power.

On the other hand, if nobody understands what is going on, Wild is the one who calls in and connects the dots, sending them to the two main targets.

11

TIME MANAGEMENT

If you want this Shot to last a little less time, if you are playing with few Heroes, or if you simply don't like the idea of splitting the group, you can choose to proceed using only Scene 4A and ignoring the other.

While the Heroes rush to deal with the office building in the East, the brave agents of S.T.O.R.M. will tackle the situation at the harbor.

SCENE 4A - INT. OFFICE BUILDING - DAY

12 The HEROES arrive in front of a building like many others. The entrance is surrounded by police cars and **AGENTS** in the process of leading wounded security guards to safety.

If they want to get into the office building, the HEROES will have to convince the AGENTS to let them through, or use their powers to get past the perimeter.

13 Once in the building, the HEROES can climb the stairs up to a broken door.

Past the threshold, they find a safe room full of cutting-edge technology, something that looks extremely out of place in an ordinary office building. In the safe room, the HEROES find a ROBOT HOUND currently hacking into a huge computer. Getting rid of the enemy is easy enough **[Basic Action Roll]**, but useless, because the computer was already infected with a terrible virus.

The only way to stop the virus is to intervene quickly with an **Extreme Reaction Roll in Nerves+Fix**. If the roll fails, the HEROES still manage to contain the noxious software, but set off a trap prepared for them: an awful explosion that destroys the computer from within **[Critical Reaction Roll 💀 in Brawn+Stunt]**.

SCENE 4B - EXT. HARBOR - DAY

When they make it to the harbor, the HEROES see no sign of the ROBOT HOUNDS.

By analyzing the location and circumstances, the HEROES can realize that their enemy is underwater.

When they dive in, the HEROES find a ROBOT HOUND busy tampering with a huge underwater power cable. An extremely meticulous sabotage operation when compared to the explosions they've just seen.
14 The HEROES can easily dispatch the distracted ROBOT HOUND with a **Basic Action Roll**. To repair the cable, on the other hand, they'll need a **Critical Action Roll**. HEROES who can't rely on the Hyper-technological Armor Superpower or Lord of the Seas Feat will also deal with a **Hindrance**.

If the roll fails, they still manage to repair the cable, but get the shock of a lifetime while doing it and become Hurt.

15 When both Scenes are over, the HEROES can finally **Catch a Break**.

12

CROSS-CUTTING

When the Heroes split, it's important to jump between the two groups frequently, this will help keep tensions high and build a single scene, interweaving the situations of all characters.

Try asking one group to make their roll, and then moving to the other before describing their success or failure. Or you can describe a danger, or a tense situation for one of the groups, and then cut to the other before the first can react, in order to keep them in suspense.

Even if the Heroes are divided, this double scene should be the fastest in the Shot, not the slowest.

13

HOW DO THEY KNOW THIS PLACE?

From the outside, this looks like a normal office building, but it hides a hyper-technological server room. This is where Director Wild hid the computer that manages all security systems for S.T.O.R.M. headquarters.

Only a handful of people know about this place, how can the hounds have that information?

14

BLACKOUT

By tampering with the underwater cable, the robot hounds can cause a power outage in S.T.O.R.M. headquarters. This sabotage op is just another attempt at weakening S.T.O.R.M.'s defenses, a way to allow the robot hounds to get into the headquarters for an unknown evil plan.

15

CATCHING A BREAK

When the Heroes Catch a Break, they recover ALL lost Grit. They're going to need it soon!

SCENE 5 - EXT. S.T.O.R.M. HEADQUARTERS - DAY

After solving their respective problems, the HEROES get a call from WILD, who helps them connect the dots of what happened. The two attacks they just foiled were targeting the defenses of S.T.O.R.M. headquarters.
16 Apparently, that was always the true objective of the attack.

After making their way to S.T.O.R.M. HQ, the HEROES find the building under siege by ROBOT HOUNDS. With most of the agents still busy helping rescue efforts, and now temporarily deprived of its defenses, S.T.O.R.M. is vulnerable.

And to make matters worse, just as the HEROES are about to enter the HQ, a humanoid robot swoops down from the sky and takes a
17 fighting stance.

GREEN KNIGHT

⬡⬡⬡⬡⬡◎⬡⬡⬡ **ATTACK:** CRITICAL **DEFENSE:** CRITICAL

The GREEN KNIGHT is a 12-foot-tall android with a thick armor made of green metal and a large axe instead of its right arm. Judging by its appearance, this robot is an even more advanced version of the hounds, capable of making huge leaps and shooting energy beams.

On top of its normal attacks, during the first Turn of combat, the GREEN KNIGHT uses its energy beam to start a fire near the S.T.O.R.M. building, and one of the HEROES will need to use an Action Turn to contain the flames.
On the third Turn of combat, a S.T.O.R.M. helicopter attacks the GREEN KNIGHT, only to get shot down with a rocket. It will take a **Critical Success** to save the people on board.

EPILOGUE - S.T.O.R.M. HEADQUARTERS - DAY

18 When the GREEN KNIGHT is defeated, the ROBOT HOUNDS turn off and fall to the ground. As the S.T.O.R.M. agents quickly take control of the situation, securing a perimeter around their headquarters, a vertical takeoff jet lands in front of the HEROES.
A man dressed in black gets off the aircraft, it's Director WILD.

WILD

HEROES, clear out your calendars.
The World needs you.

16

THE FULL PICTURE

If a Hero quickly realizes that the robot hounds' true objective is S.T.O.R.M. HQ, you can reward them with 1 Power.
If the Heroes are having a hard time connecting the dots, Wild will intervene to clarify the situation. Either way, the Heroes' questions will go unanswered for this Shot, as this is only the beginning.

17

THE GREEN KNIGHT

To add some tension to this battle, the Green Knight can rely on the "Energy Shots" and "Indestructible" Feats.

Energy Shots: Heroes gain no benefit from the Bulletproof Feat.
Heroes who fail to score at least a Basic Success during their Reaction Turn become Tired. If they are already Tired, they lose 1 additional Grit.
Indestructible: Heroes who attack this Enemy always suffer -1. Heroes wielding a weapon with the Explosive, Maximum Power, or Perfect Feat ignore this Feat.

Additionally, when you fill in the Enemy Power Box ◎, you can **immediately** use one of these Special Actions:
Stop: The Enemy throws a Hero away or keeps one occupied, causing them to lose their next Action Turn.
Disarm: The Enemy disarms the Hero who just hit them, or temporarily sabotages their weapon.
Disengage: The Enemy breaks free from restraints or a grapple, or gets far from the Heroes. Heroes who attack with melee weapons suffer -1 until the end of the Turn.

If you are already familiar with Outgunned, you can also choose to increase the Green Knight's Attack to **2 Critical**. This will make the fight much more difficult, even for expert Heroes.

18

ONLY THE BEGINNING

The Heroes defeated the Green Knight and robot hounds, but they still know nothing about who sent them or why. They saved the day, for now, but their Mission has just begun.
You can find the rest of this Campaign in the Mission Dossier: King of Ashes.

OUTGUNNED SUPERHEROES

NAME Julian Drake

ALIAS Hyper Knight

ROLE Armored

TROPE Billionaire Genius

ORIGIN Prototype

FLAW I always believe I'm right

CATCHPHRASE I am Hyper Knight

SPOTLIGHT ⬡⬡⬡

POWER

☑ ☐ ☐ ☐ ☐ ☐

⚡ GAIN +1 6⚡ TAKE THE SPOTLIGHT

MISSION

EXPERIENCES

ACHIEVEMENTS, SCARS, BONDS, & REPUTATIONS

BRAWN ◆◆◇

ENDURE ◆◆◇
FIGHT ◆◆◇
FORCE ◆◆◇
STUNT ◆◆◆

NERVES ◆◆◇

COOL ◆◆◇
DRIVE ◆◆◇
SHOOT ◆◆◆
SURVIVAL ◆◇◇

SMOOTH ◆◆◆

FLIRT ◆◆◇
LEADERSHIP ◆◇◇
SPEECH ◆◆◆
STYLE ◆◆◆

FOCUS ◆◆◆

DETECT ◆◆◆
FIX ◆◆◆
HEAL ◆◇◇
KNOW ◆◆◇

CRIME ◆◆◇

AWARENESS ◆◇◇
DEXTERITY ◆◇◇
STEALTH ◆◆◇
STREETWISE ◆◇◇

GRIT

○○○○○○○ ☒ ○○○ ○

BAD! POW!

BAD: SUFFER A CONDITION
POWER: GAIN 1 POWER

SUPERPOWER

HYPER-TECH ARMOR: When worn, sets your Brawn score to 3, and allows you to ignore penalties from the Hurt Condition, fly, and breathe underwater and in space. Takes a Full Turn to wear.

Recall ⚡: [Quick Action] Recall and wear your suit of armor.

FEATS

PERSONAL A.I.: Allows you to track and get a lock on nearby enemies, and grants Help to quickly find an escape route.

UNLIMITED FUNDS: Once per Session, you can gain access to exclusive services, reserve a whole hotel, or buy a restaurant so you can skip the line.

PhD (Robotics): Gain a Free Re-roll for all rolls regarding your chosen degree.

YOU LOOK

HURT - ◇ BRAWN	TIRED - ◇ NONE	POWERLESS
NERVOUS - ◇ NERVES	EXHAUSTED - ◇ POWER	
LIKE A FOOL - ◇ SMOOTH	________ - ◇ OTHER	
DISTRACTED - ◇ FOCUS	________ - ◇ OTHER	
SCARED - ◇ CRIME	BROKEN - ◇ ALL	

YOUR 4TH CONDITION IS ALWAYS BROKEN • WHEN EXHAUSTED YOU CAN'T GAIN OR SPEND POWER
WHEN POWERLESS YOU CAN'T SPEND POWER, AND CAN'T USE YOUR SUPERPOWER AND THE FEATS CONNECTED TO IT

WEAPONS & GADGETS

Energy Beam [Armor]: Ranged Weapon. Maximum Power	☐☐☐
Sword [Armor]: Melee Weapon. Grants Help to cut things	☐☐☐
Rocket Launcher [Armor]: Ranged Weapon. Allows you to shoot with +1	☐☐☐
	☐☐☐
	☐☐☐
	☐☐☐
	☐☐☐

GEAR

3 Rockets, Radio

CA$H ☒☒☒☒☒

RIDE

NAME

○○○ ○ ○○○

OUTGUNNED
SUPERHEROES

NAME Veronica Daniels

ALIAS Captain Storm

ROLE Champion

TROPE Super Soldier

ORIGIN Experiment

FLAW I need to save everyone

CATCHPHRASE You always have a choice

SPOTLIGHT ⬢ ⬡ ⬡

POWER

☑ ☐ ☐ ☐ ☐ ☐

⚡GAIN +1 6⚡TAKE THE SPOTLIGHT

MISSION

EXPERIENCES

ACHIEVEMENTS, SCARS, BONDS, & REPUTATIONS

BRAWN ◆◆◆

ENDURE ◆◆◆
FIGHT ◆◆◆
FORCE ◆◆◇
STUNT ◆◆◆

NERVES ◆◆◆

COOL ◆◆◆
DRIVE ◆◆◇
SHOOT ◆◆◇
SURVIVAL ◆◆◇

SMOOTH ◆◆◇

FLIRT ◆◆◇
LEADERSHIP ◆◆◆
SPEECH ◆◇◇
STYLE ◆◇◇

FOCUS ◆◆◇

DETECT ◆◆◇
FIX ◆◇◇
HEAL ◆◆◇
KNOW ◆◇◇

CRIME ◆◆◇

AWARENESS ◆◆◇
DEXTERITY ◆◆◇
STEALTH ◆◆◇
STREETWISE ◆◇◇

GRIT

○ ○ ○ ○ ○ ○ ○ ☒ ○ ○ ○ ●

BAD! POW!

BAD: SUFFER A CONDITION
POWER: GAIN 1 POWER

SUPERPOWER

ENHANCED BODY: Gain a Free Re-roll to all rolls in Brawn.

I Can Do This All Day: Once per Scene, gain 1 Power after losing more than 3 Grit at once. You don't need to spend ⚡ to use this special action.

FEATS

TRAINED FIGHTER (Shield): Gain a Free Re-roll for Action and Reaction Rolls when fighting with a shield.

TEAM LEADER: Gain a Free Re-roll to inspire and coordinate others, and to all rolls made to remove the Like a Fool and Defeated Conditions.

JUMP: Make extremely long or high jumps, and never lose Grit when falling from a height. **Leap Attack ⚡:** Jump onto a distant or flying enemy. You get +1 and a Free Re-roll for this attack.

YOU LOOK

HURT - ◇ BRAWN
NERVOUS - ◇ NERVES
LIKE A FOOL - ◇ SMOOTH
DISTRACTED - ◇ FOCUS
SCARED - ◇ CRIME

TIRED - ◇ NONE
EXHAUSTED - ◇ POWER
____ - ◇ OTHER
____ - ◇ OTHER
BROKEN - ◇ ALL

POWERLESS ◇

YOUR 4TH CONDITION IS ALWAYS BROKEN • WHEN EXHAUSTED YOU CAN'T GAIN OR SPEND POWER
WHEN POWERLESS YOU CAN'T SPEND POWER, AND CAN'T USE YOUR SUPERPOWER AND THE FEATS CONNECTED TO IT

WEAPONS & GADGETS

Duramantium Shield: Indestructible Melee Weapon. Bounces back when thrown	☐☐☐
	☐☐☐
	☐☐☐
	☐☐☐
	☐☐☐
	☐☐☐
	☐☐☐

GEAR

Flashlight, Radio

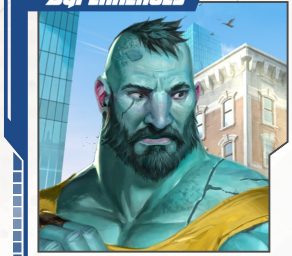
CASH ☒ ☒ ($) ($) ($)

RIDE

NAME

⬡ ⬡ ⬡ ○ ⬡ ⬡ ⬡

OUTGUNNED SUPERHEROES



NAME Gilbert Grey

ALIAS Greystone

ROLE Tank

TROPE Tough Exterior

ORIGIN Mutation

FLAW I don't understand technology

CATCHPHRASE Go on. I can handle this.

SPOTLIGHT ⬢ ⬡ ⬡

POWER

☒ ☐ ☐ ☐ ☐ ☐

ϟ GAIN +1 6ϟ TAKE THE SPOTLIGHT

MISSION

EXPERIENCES

ACHIEVEMENTS, SCARS, BONDS, & REPUTATIONS

BRAWN ◆◆◆

ENDURE ◆◆◆
FIGHT ◆◆◆
FORCE ◆◆◆
STUNT ◆◆◆

NERVES ◆◆◇

COOL ◆◆◆
DRIVE ◆◆◇
SHOOT ◆◇◇
SURVIVAL ◆◆◆

SMOOTH ◆◆◆

FLIRT ◆◇◇
LEADERSHIP ◆◆◇
SPEECH ◆◇◇
STYLE ◆◇◇

FOCUS ◆◆◇

DETECT ◆◆◇
FIX ◆◆◇
HEAL ◆◆◇
KNOW ◆◇◇

CRIME ◆◆◇

AWARENESS ◆◆◆
DEXTERITY ◆◇◇
STEALTH ◆◇◇
STREETWISE ◆◆◇

GRIT

○ ○ ○ ○ ○ ○ ○ ☒ ○ ○ ○ ○

BAD! POW!

BAD: SUFFER A CONDITION
POWER: GAIN 1 POWER

SUPERPOWER

INCREDIBILE STRENGTH: Gain +1 to Force and Endure Rolls and ignore penalties and Conditions imposing -1 to rolls in Brawn.

Smash! ϟ: Destroy an object or ride, or gain +2 to a roll in Brawn.

FEATS

BULLETPROOF: You are immune to damage from firearms. Another Hero can use you as Partial Cover.

MONSTER: Hindrance to speak or interact with people who don't know you. Help to intimidate.

JUMP: Make extremely long or high jumps, and never lose Grit when falling from a height. **Leap Attack ϟ:** Jump onto a distant or flying enemy. You get +1 and a Free Re-roll for this attack.

REGENERATION: When you lose 3 or more Grit, you lose 1 less Grit. **Fast Recovery ϟ:** [Quick Action] Recover 3 Grit or heal from the Tired or Hurt Condition.

YOU LOOK

HURT - ◇ BRAWN
NERVOUS - ◇ NERVES
LIKE A FOOL - ◇ SMOOTH
DISTRACTED - ◇ FOCUS
SCARED - ◇ CRIME

TIRED - ◇ NONE
EXHAUSTED - ◇ POWER
______ - ◇ OTHER
______ - ◇ OTHER
BROKEN - ◇ ALL

POWERLESS ◇

YOUR 4TH CONDITION IS ALWAYS BROKEN • WHEN EXHAUSTED YOU CAN'T GAIN OR SPEND POWER
WHEN POWERLESS YOU CAN'T SPEND POWER, AND CAN'T USE YOUR SUPERPOWER AND THE FEATS CONNECTED TO IT

WEAPONS & GADGETS

	☐☐☐
	☐☐☐
	☐☐☐
	☐☐☐
	☐☐☐
	☐☐☐
	☐☐☐

GEAR

Flashlight, Radio

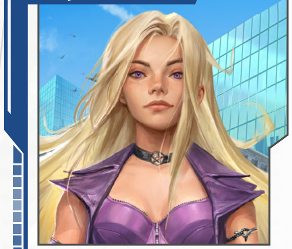
CASH ☒ ☒ ($) ($) ($)

RIDE

NAME

○ ○ ○ ○ ○ ○ ○

OUTGUNNED
SUPERHEROES



NAME Raizel Rayn

ALIAS -

ROLE Sorcerer

TROPE Walking Hazard

ORIGIN Arcane

FLAW I can't control my powers

CATCHPHRASE I'm tired of running

BRAWN ◆◆◇
ENDURE ◆◇◇
FIGHT ◆◆◇
FORCE ◆◇◇
STUNT ◆◆◇

NERVES ◆◆◇
COOL ◆◆◆
DRIVE ◆◆◇
SHOOT ◆◆◇
SURVIVAL ◆◇◇

SMOOTH ◆◆◆
FLIRT ◆◆◇
LEADERSHIP ◆◆◇
SPEECH ◆◆◇
STYLE ◆◆◆

FOCUS ◆◆◇
DETECT ◆◆◆
FIX ◆◇◇
HEAL ◆◆◇
KNOW ◆◆◇

CRIME ◆◆◆
AWARENESS ◆◆◇
DEXTERITY ◆◆◇
STEALTH ◆◆◆
STREETWISE ◆◆◇

GRIT
○○○○○○○ BAD! ○○○ POW!

BAD: SUFFER A CONDITION
POWER: GAIN 1 POWER

SUPERPOWER

ARCANE POWERS: You can freely summon small everyday objects, create illusions, and telekinetically move objects.

Astral Projection ϟ: [Full Turn] Abandon your physical body and become an impalpable astral projection.

FEATS

FLIGHT: You can fly freely and are able to hover.

BARRIER: You can wall-off water or flames, protect your group from the wind, or contain a small explosion with your powers.

Indestructible Barrier ϟ: [Full Turn] Summon a barrier that can give Total Cover to yourself and 4 other people.

UNSTOPPABLE FORCE: Your Arcane Missiles can destroy barriers and covers. **Devastating Attack ϟ:** [Quick Action] Gain +1 to your next Action Roll in combat. If you hit the Enemy, they lose 1 extra Grit.

SPOTLIGHT ○○○

POWER
ϟ ϟ ϟ ϟ ϟ ϟ

ϟ GAIN +1 6ϟ TAKE THE SPOTLIGHT

MISSION

EXPERIENCES

ACHIEVEMENTS, SCARS, BONDS, & REPUTATIONS

YOU LOOK

HURT - ◇ BRAWN	TIRED - ◇ NONE	POWERLESS
NERVOUS - ◇ NERVES	EXHAUSTED - ◇ POWER	
LIKE A FOOL - ◇ SMOOTH	______ - ◇ OTHER	
DISTRACTED - ◇ FOCUS	______ - ◇ OTHER	
SCARED - ◇ CRIME	BROKEN - ◇ ALL	

YOUR 4TH CONDITION IS ALWAYS BROKEN • WHEN EXHAUSTED YOU CAN'T GAIN OR SPEND POWER
WHEN POWERLESS YOU CAN'T SPEND POWER, AND CAN'T USE YOUR SUPERPOWER AND THE FEATS CONNECTED TO IT

WEAPONS & GADGETS

Arcane Missile: Ranged Weapon. Ignores cover and the Indestructible Enemy Feat ☐☐☐

GEAR

CASH $ $ $ $ $

RIDE

NAME

OUTGUNNED

SUPERHEROES

NAME ____________________

ALIAS ____________________

ROLE ____________________

TROPE ____________________

ORIGIN ____________________

FLAW ____________________

CATCHPHRASE ____________________

BRAWN ◆◆◇

ENDURE ◆◇◇

FIGHT ◆◇◇

FORCE ◆◇◇

STUNT ◆◇◇

NERVES ◆◆◇

COOL ◆◇◇

DRIVE ◆◇◇

SHOOT ◆◇◇

SURVIVAL ◆◇◇

SMOOTH ◆◆◇

FLIRT ◆◇◇

LEADERSHIP ◆◇◇

SPEECH ◆◇◇

STYLE ◆◇◇

FOCUS ◆◆◇

DETECT ◆◇◇

FIX ◆◇◇

HEAL ◆◇◇

KNOW ◆◇◇

CRIME ◆◆◇

AWARENESS ◆◇◇

DEXTERITY ◆◇◇

STEALTH ◆◇◇

STREETWISE ◆◇◇

GRIT

○ ○ ○ ○ ○ ○ ○ ☒ ○ ○ ○ ○

BAD! POW!

BAD: SUFFER A CONDITION
POWER: GAIN 1 POWER

SUPERPOWER

FEATS

SPOTLIGHT ○ ○ ○

POWER

☐ ☐ ☐ ☐ ☐ ☐

⚡ GAIN +1 6⚡ TAKE THE SPOTLIGHT

MISSION ____________________

EXPERIENCES

ACHIEVEMENTS, SCARS, BONDS, & REPUTATIONS

YOU LOOK

HURT - ◇ BRAWN

NERVOUS - ◇ NERVES

LIKE A FOOL - ◇ SMOOTH

DISTRACTED - ◇ FOCUS

SCARED - ◇ CRIME

TIRED - ◇ NONE

EXHAUSTED - ◇ POWER

__________ - ◇ OTHER

__________ - ◇ OTHER

BROKEN - ◇ ALL

POWERLESS ◇

YOUR 4TH CONDITION IS ALWAYS BROKEN • WHEN EXHAUSTED YOU CAN'T GAIN OR SPEND POWER
WHEN POWERLESS YOU CAN'T SPEND POWER, AND CAN'T USE YOUR SUPERPOWER AND THE FEATS CONNECTED TO IT

WEAPONS & GADGETS

	☐ ☐ ☐
	☐ ☐ ☐
	☐ ☐ ☐
	☐ ☐ ☐
	☐ ☐ ☐
	☐ ☐ ☐
	☐ ☐ ☐

GEAR

CA$H $ $ $ $ $

RIDE

NAME ____________________

○ ○ ○ ○ ○ ○ ○

OUTGUNNED

SUPERHEROES

HEROES

MISSION ____________________

NAME ____________________ ROLE ____________________

NAME ____________________ ROLE ____________________

NAME ____________________ ROLE ____________________

NAME ____________________ ROLE ____________________

SHOT

POWER TIER

CHOOSE A POWER TIER TO DETERMINE THE SCALE OF YOUR POWERS AND OF YOUR MISSION

☐ COSMIC LEVEL

☐ WORLD LEVEL

☐ STREET LEVEL

RIDE

NAME ____________________

○ ○ ○ ○ ○ ○

FEAT ____________________

VILLAIN

NAME ____________________

EVIL PLAN ____________________

STRONG SPOTS ____________________

WEAK SPOTS ____________________

HEAT

1 2 3 4 5 ☠ 7 8 ☠ 10 11 ☠

THE DIRECTOR GAINS ONE HEAT POINT WHEN THE HEAT RISES TO 6, 9, AND 12.

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STORAGE

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FILMOGRAPHY

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X-Men Origins: Wolverine (20th Century Fox, 2009)
X-Men: First Class (20th Century Fox, 2011)
X-Men: Days of Future Past (20th Century Fox, 2014)
X-Men: Apocalypse (20th Century Fox, 2016)
X-Men (Marvel Entertainment Group, 1992)
X-Men ' 97 (Marvel Entertainment Group, 2024)
Young Justice (Warner Bros. Animation, 2010)
Zack Snyder's Justice League (Warner Bros. Pictures, 2021)

OUTGUNNED
SUPERHEROES

WE STILL BELIEVE
IN HEROES